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PS2

MEDAL OF HONOR™ RISING SUN

DEFINITIVE REVIEW!

SHOULD YOU VOLUNTEER FOR EA'S BRUTAL PACIFIC WAR? FIND OUT INSIDE...

REVIEW!

TONY HAWK'S UNDERGROUND

DO YOU WANT TO BE THE STAR OF THE SHOW?

REVIEWED!

PRINCE OF PERSIA The Sands of Time

The best pyjama party you've ever been to!

ACTION REPLAY MAX

The latest **AR MAX codes** for the biggest games, loads of **tricks** and **tactics** and a **huge player's guide...**

HUGE CHEAT SECTION INSIDE!

GUIDE!

JAK II RENEGADE

TACTICS!

TRUE CRIME

ISSUE 38
DECEMBER 2003
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FOR PLAYSTATION®2

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EDITOR'S WORD...

Welcome to the ultimate PlayStation2 mag!

Avoid The Christmas Turkey

How many games are you likely to be given this Christmas? One? Two? And how many do you think you'll buy for yourself? Another one or two? Not a lot is it? And what happens if you end up with a turkey in your PS2 as well as on your table this yuletide? You're stuck with it, doomed to lose half the value if you trade it in. So you need to trust us. Trust our reviews. Trust our expertise, and we wont steer you wrong.

Highlights of the issue? **Medal of Honor** kicks off on Page 20, but the real shining star this issue just has to be **Prince of Persia** (Page 42). Someone at Ubi Soft made the right three wishes when the design genie got involved in that title.

And we've got a new writer, one Gavin Mackenzie. You can see his excellent work in the **Tony Hawk's** review on Page 46 and in our awesome **Jak II** guide, which begins on Page 98.

PSi2 EDITOR
editor@psi-2.com

MEET THE PSi2 TEAM...

WHAT'S YOUR WORST EVER JOB?

Jools Boardman

Telesales. Three weeks of lying to complete strangers over the phone was not a positive experience for me.

Debbie Vosser

Part-time sales supervisor at a high street shoe shop. All those smelly feet for two long years...

Ben Keen

Burger restaurant. Cleaning detail. Late night vomit. Two years part time.

Claire Fox

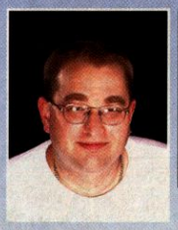
At a motorway diner where every three hours during the night shift, we all had to get up and dance on the tables. Two months served.

Lisa Ash

Quality assurance at a fish factory in Grimsby, weighing breaded fish. All day. Every day. Fired after a week.

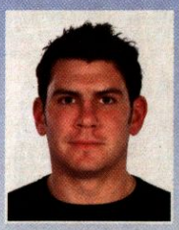
Kevan Mander

Door to door selling for a pyramid scheme. Lasted a whole day, then it rained.



Ian Osborne

Waiter at Butlin's. Once, during my shift, a man had a heart attack and died, falling face down into his soup. He didn't leave a tip. One hellish summer.



Richard Lilley

Working on a farm, picking spuds and milking cows. The smell of manure never left me for those three long summers.

Gavin Mackenzie

One night's dishwashing for a TV chef who was reputed to be a transvestite.

HUGE ISSUE! NO OTHER MAGAZINE **CRAMS SO MUCH** INTO 148 PAGES!

ISSUE 38 DECEMBER 2003

MENU

REGULARS

06 DISC CONTENTS
Listings of exactly what's on our covermounted CD.

08 NEWS
All the latest stories plus exclusive *Onimusha 3* news.

17 INBOX
Keep those letters and emails coming and you can feast on free KFC.

41 REVIEWS INTRO
This issue is bulging at the seams.

90 PS2 GREATEST HITS
Our game archive selected for your gaming pleasure.

92 TACTICAL
Reams of tips, tactics, guides and codes to keep you cheating 'til the cows come home.

119 UPLOAD
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143 BACK ISSUES
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Sign up to PSi2 for a bargain price.

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200 facts and rumours about the big games.

110 MASTERING MAX
How to get the most from your AR MAX, and a MAX Memory competition.

112 EYEMAX
Datel's great *EyeToy* messaging software.

114 WAR GAMES
Real tactics versus war-based gaming.

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As the US gets dragged into WWII can you survive the Pacific campaign? And is EA's new *Medal of Honor* up to standard?

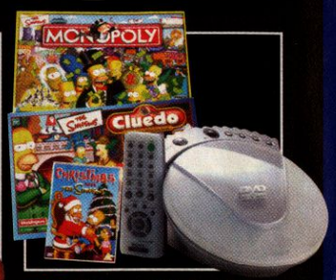
MEDAL OF HONOR™ RISING SUN

GREAT COMPETITIONS

19 Win top games Prince of Persia: The Sands of Time, Beyond Good & Evil and SWAT: Global Strike Team.

87 Win Legacy of Kain: Defiance and Backyard Wrestling for PS2 (plus T-shirts). Also, nab some Alias box sets.

111 Win a great MAX Memory device and solve all your memory card space problems!



125 Ho-ho-d'oh! Loads of Xmas Simpsons goodies, including a DVD player.

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26 **MISSION: IMPOSSIBLE OPERATION SURMA**
The stealth adventure with impossibly cool gadgets comes to PS2.

28 **CASTLEVANIA**
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The Arabian dynamo is given a PS2 make-over

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TACTICAL

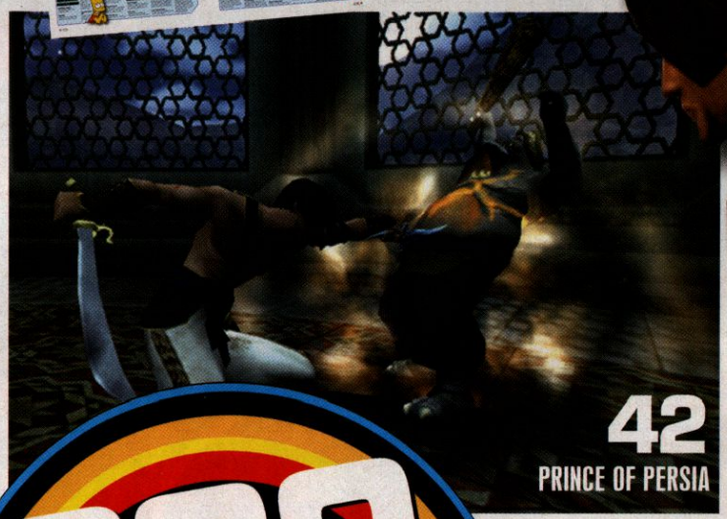
PSi2's **INCREDIBLE CHEAT SECTION** PACKED WITH **HINTS, TIPS, SOLUTIONS** AND **CHEAT CODES...**

92 TIPS & CHEATS
A full-on selection of Action Replay codes and hints for all the top games, featuring *Soul Calibur II*, *Tiger Woods PGA Tour 2004* and *The Simpsons: Hit & Run*.

98 GUIDE
Our guide to *Jak II: Renegade*. A full walkthrough for the best platformer around, including choice moments to use Action Replay codes in-game.

95 MINI GUIDE
Find your way around the City of Angels in part one of our mini guide to *True Crime: Streets of LA* Concluding next issue.

104 HACKER
Four pages bursting with brand-new codes for both AR V2 and AR MAX.



42 PRINCE OF PERSIA

200 THINGS really YOU NEED TO KNOW

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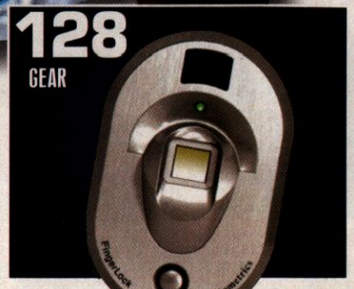


128 GEAR

ALL THE CHEATS YOU NEED – JUST LOAD 'EM AND USE 'EM!

DISC MENU

WE'VE GOT THE BIG ONES. **THE HUGE CHEATS FOR THE MASSIVE GAMES...**

...PSi2 is the only place to get the greatest selection of cheats from the creators of AR MAX. All you have to do to use the cheats is load the disc, select the cheat, load the game and start playing...

PART ONE

AR MAX, THE ULTIMATE GAME ENHANCER

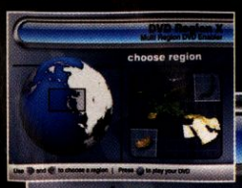
The best cheat system around just got so much better, with a great new interface and incredible online functions.

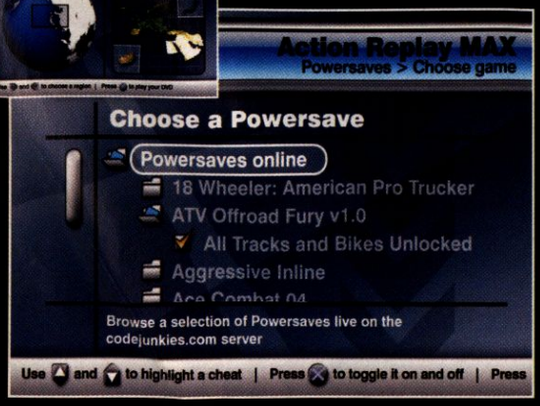
Action Replay MAX is the completely revamped and re-engineered cheat device from Datel, makers of the best-selling Action Replay V2.

The new interface makes it far easier to access the thousands of cheat codes that come pre-loaded on the disc, so making powerful changes to any game can be done with just a few clicks on your Dual Shock. Have a look at the cheats we've supplied on the demo and you'll see just how versatile this system can be. You'll even find cheats to make your games harder in the full version.

Impressively, MAX is the only cheat code system that takes advantage of high speed broadband technology. If you have a PS2 network adapter you can simply download the latest cheat codes and game saves direct to your AR MAX – no typing or phone calls, and it takes mere seconds. *If you don't have broadband you can still enter codes manually using your trusty Dual Shock.*

As if all that wasn't enough to warrant the £29.99 price tag, the AR MAX also includes Datel's best-selling DVD Region X software which allows you to play a DVD from any region around the world on your PS2 – brilliant for fans of Hong Kong action movies or anybody who hates waiting for DVDs to be released in the UK months after they appear in the US.





PSi2 CHEATS

SOUL CALIBUR II

- Infinite Health
- Infinite Time
- Speed Codes
- Hyper Mode
- Slow Motion
- Quicker Character

SOUL CALIBUR II

JAK II: RENEGADE

- All Missions Complete
- Cheats/Secrets Unlocked
- 999 Orbs

(Don't forget to back up your original Jak II save to another memory card to prevent it being overwritten by this new one)

JAK II: RENEGADE

THIS INCREDIBLE GAME SAVE CHEAT WILL DO WONDERS FOR YOUR GAME IN JAK II. ITS THE ULTIMATE GAME SAVE!

THE GREATEST GAME SAVES!

SOUL CALIBUR II:
Everything unlocked and available.

BIONICLE:
All levels, lightstones and matorans.

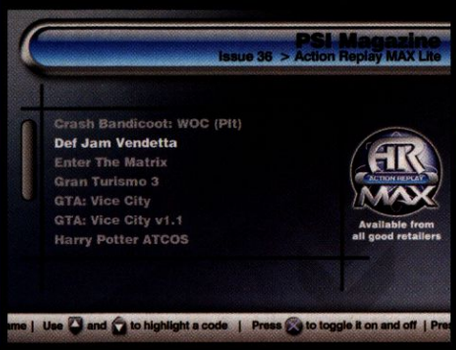
TIGER WOODS 2004:
Loads of cash, extra courses, max stats, loads of golf equipment and a great start to your career.

SOCOM: US NAVY SEALS
All extra weapons, Grenade Launcher and level select, completed with Admiral ranking.

GAME SAVE INSTRUCTIONS

Make sure you have a memory card with a decent amount of space. Insert the PSi2 coverdisc and then select the Game Saves section from the menu. Select which game save you wish to copy from your memory card and then press 'X'. An on-screen prompt tells you when the process is complete. When it is, switch off the machine, load your game as normal and load the appropriate game save.

WARNING: We advise you to back up to another memory card any existing saves you may have for the game in question. PSi2 will not be held responsible for any loss of data.

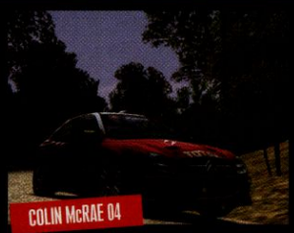


HOW TO USE THE DISC

PLAYABLE CHEATS

Insert the coverdisc into your PS2 and use the D-Pad to navigate the menu and select AR2 Code Engine. In that menu, select the cheat you want to use. The drawer on your PS2 opens. Take out the cheat disc and insert the game disc. Close the drawer and enjoy the game.

COLIN McRAE 04
- Unlock MGC Sebring Special
- Unlock Lancia Delta Integrale
- Unlock Citroen 2CV Sahara
- Unlock Ford Escort RS1600
- Unlock Subaru Impreza 22B Sti


COLIN McRAE 04

BUFFY THE VAMPIRE SLAYER: CHAOS BLEEDS
- Open All Extras
- Infinite Health
- Infinite Energy Power
- Enemies Codes
- One-Hit KO
- KO Never Wake Up

BUFFY THE VAMPIRE SLAYER: CHAOS BLEEDS

FINDING NEMO
- Invincibility Mode
- Loadsa Sea Snails
- Unlock/Complete Level Codes:

Do not use more than one code per level
- Going To School
- Field Trip
- The Drop Off

FINDING NEMO

GRAND THEFT AUTO III
- Infinite Health
- Infinite Armour
- Max Cash
- Never 'Wanted'
- All Weapons at Hideout

GRAND THEFT AUTO III

GRAND THEFT AUTO: VICE CITY
- Infinite Health & Armour
- Infinite Ammo
- Max Money
- Moonjump
- Cops Have No AI

GRAND THEFT AUTO: VICE CITY

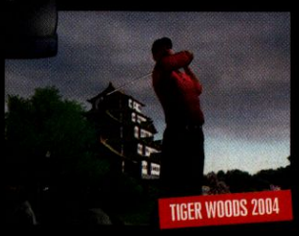
MEDAL OF HONOR: FRONTLINE
- Inf Health
- Inf Ammo
- Matrix Jumps
- Tracing Bullets
- Unlock All Levels

MEDAL OF HONOR: FRONTLINE

CONFLICT DESERT STORM II
- Infinite Grenades
- DF Rifleman Character Mod
- DF Demolition Character Mod
- DF Heavy Character Mod
- DF Sniper Character Mod

CONFLICT DESERT STORM II

TIGER WOODS 2004
- Unlock Val 'Sunshine' Summers
- Unlock Solita Lopez
- Unlock Felicia 'Downtown' Brown
- Unlock Kellie Newman
- Unlock 'Pops' & 'Mulligan'


TIGER WOODS 2004

IMPORTANT DISC INFORMATION

If you have trouble booting your PS2 cheats disc, follow these instructions. Switch on your machine and open the drawer. Place the cheat CD in the tray and PRESS THE RESET BUTTON. The drawer closes and the disc boots. Simply closing the drawer will not boot the disc on some PS2s. If the disc still doesn't work, press RESET again. If you still have problems, call 01785 810838 and have the model number of your PS2 handy (it's on the back).

Disclaimer

We do our best to provide you with all the codes listed, but occasionally due to circumstances beyond our control, code content may be subject to change.

For more about AR MAX take a look at our feature on Page 110.

AR MAX is available now from all good games retailers, or you can buy it direct from www.codejunkies.com. If you already own a PS2 Action Replay, you can upgrade for just £9.99 by visiting www.gimmemax.com.

ALSO ON THE DISC

TRAILERS GALORE!

We have the latest trailers for the greatest games hitting the shops soon.

PART TWO

MEDAL OF HONOR: RISING SUN

See our awesome covergame in action, then read the review on Page 22.

BIOHAZARD: OUTBREAK

Or *Resident Evil: Outbreak*, as it will be known over here. Oooh, zombies.

SECRET WEAPONS OVER NORMANDY

Fly some of the greatest planes never to take part in World War II.

KYA: DARK LINEAGE

Surprisingly innovative action adventure game.

ALIAS

The best secret agent in the world will soon appear in her very own game.

THE SIMS: BUSTIN' OUT

The ever-popular sims return with a new and improved console outing.

NINA

The *Tekken* heroine gets her own ass-kicking game. She looks fine.

EVERYBODY'S GOLF 4

The incredibly-popular golf series (popular in Japan at least) returns.

AROUND THE WORLD TO FIND THE BIGGEST PS2 NEWS

NEWS

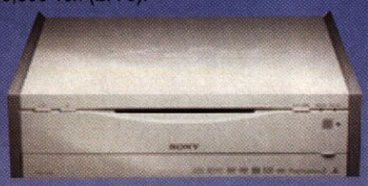
EXCLUSIVE ONIMUSHA 3 NEWS...BOND ONLINE IN UK ... NEW SONY SCREENS

SONY REVEALS PSX PRICING

AND IT'S SURPRISINGLY CHEAP COMPARED WITH SIMILAR DEVICES

Sony has announced further details of its hybrid games console and home multimedia centre, the PSX, with the entry-level model set to go on sale in Japan this year at 79,800 Yen (£620).

The PSX offers a TV tuner, DVD recorder, hard-disc-drive video recorder (similar to the TiVo and Sky+ systems) and music centre as well as PS2 and PSone game playback, effectively making it into a perfect 'all in one' box for the living room. Sony plans to sell two different versions of the device, with the entry-level 160Gb version – capable of recording over 200 hours of television on its hard disc – retailing at 79,800 Yen (£620) and the high-end 250Gb version selling for 99,800 Yen (£770).



The price may seem expensive when compared with games consoles, but in fact it's significantly cheaper than other products with a similar range of functionality. Sony itself offers a stand-alone DVD recorder with a 160Gb hard drive for around 100,000 Yen (£772), while a rival electronics firm is set to introduce a similar device for around 140,000 Yen (£1,080). Neither of these devices offer videogame play.

The PSX is part of Sony's plan to revive flagging sales of consumer electronics by integrating the hugely successful PlayStation brand with them – hoping, perhaps, that some of the shine of Sony Computer Entertainment's success will rub off on the rest of the company. The low price of the PSX is likely to make the device appeal to anyone considering the purchase of a digital video-recording system. The system also serves as a 'stealth console' for Sony, an attractive slot-loading device that's likely to make its way into living rooms that would never have seen a PS2 or Xbox under the television.

European and US launches for the system are expected early in the New Year, with the Japanese launch scheduled in time for Christmas of this year, although no firm dates have been set as yet.
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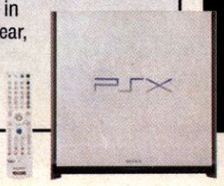


SONY SATISFIES OUR CURIOSITY WITH NEW SCREENS FOR NEXT SPRING'S TOP GAMES

Wired, Weird and Wonderful

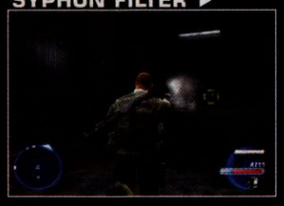
SOCOM II

SOCOM II ▶

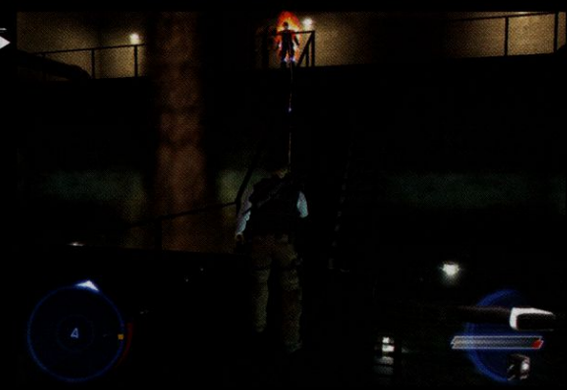
Sony has just released a massive selection of the latest screens and artwork for three of its hottest properties: *SOCOM II*, *Syphon Filter: The Omega Strain* and *Forbidden Siren*. If appearances are anything to go by, these three very different games are shaping up nicely.

Actual gameplay details for *SOCOM II* are thin on the ground, but we know the game boasts a good deal more online options for game-filtering voice chat, and (we're told) the ability to perform a victory dance when you take down an opponent. The game itself is like *SOCOM* but bigger; no bad thing, as that means plenty of new maps and hopefully some new enemy features. We're also told light sensitivity plays a part, so if you move from bright daylight to a dark cave, it takes time for your eyes to adjust, leaving you vulnerable. An interesting feature. *SOCOM II* will be released in mid-to-late spring next year.

SYPHON FILTER ▶



Syphon Filter: Omega Strain offers 17 massive levels that are apparently up to three times larger than in any other *Syphon Filter* game. Then again, they were all on the PSone, so we should expect everything to be on a grander scale. Playing online could well be an adrenaline-pumped experience, where you can access a buddy list feature to join forces with other agents to take part in special missions exclusive to that mode. And, as with *SOCOM*, players can use a *Syphon Filter: The Omega Strain*-compatible headset such as Datel's TalkNet for voice chat to plan strategies.

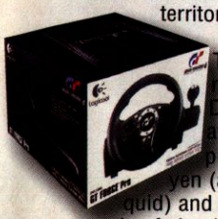


SIREN ▶

Finally, we have an update on *Siren*, or *Forbidden Siren* as it's now known. With inspiration taken from the gothic novels of HP Lovecraft and homage paid to Eighties horror flicks, we're promised a claustrophobic, knife-edge atmosphere where the events of the ten playable characters unfold in 78 episodes over just three days. Sony has also confirmed the 'sight-jack' feature, lending the ability to steal the viewpoints of other characters and enemies in their immediate surroundings. This can act as both an advantage and a disadvantage to you, as it enables the character to predict an enemy's movements, but renders the user momentarily immobile and defenceless.

GT4 PROLOGUE FOR JAPAN

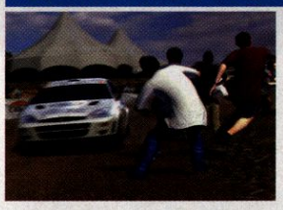
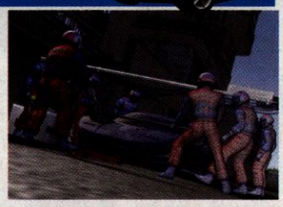
Sony hosted a *Gran Turismo 4* Test-Ride Arena for visitors to enjoy at the recent Tokyo Motor Show. This is in the build-up to the Japan-only release of *Gran Turismo 4 Prologue*, an offline teaser described by Polyphony Digital's Kazunori Yamauchi as a version intended for GT beginners. He specified his watchwords for this version were simply 'simplicity' and 'compact', and it's an intended sampler to the full version of *GT4* which will be released over all territories next year.

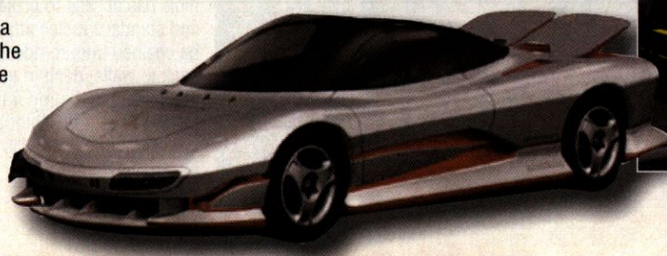


The game is released on December 4th at a cheaper price of 2.980 yen (about 16 quid) and features a sample of circuits from the 50-odd to be found in the full game, including Tsukuba Circuit, International Fuji Speedway, Italy Circuit, Large Canyon and New York. The game includes a special Driving School section that teaches the more novice player *GT4*'s driving demands. Yamauchi san commented that he did not want to exclude a section of players by producing version after version of too-complex titles.

No doubt this bid to cash in for Christmas will help appease Logitech, makers of the official steering wheel (pictured) which is bundled with the game. The company must've been cussing over the game's delay, as it's missed out on big profits from what would have been a *GT4* pre-Christmas splurge.

A TASTE OF THE GT4 CIRCUIT, BUT NOT FOR US...

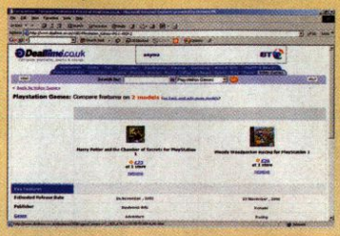


IN BRIEF

IT'S DEALTIME

GET THE LOWDOWN BEFORE YOU BUY

If you like doing your homework on games, peripherals and accessories before you part with your hard-earned cash, you may like to pay DealTime.co.uk a visit. As well as providing real gamers' views on PS2 (and PC) products, the site can recommend the current best buys on the market, bringing hundreds of competitive retailers together on one easy-to-use site. See what you think at www.dealtime.co.uk.



PUBLISHER PLANS FOR PLAYSTATION3

THQ STARTS THE PROCESS

Senior staff at THQ have confirmed the company has begun software development for the next-generation systems, namely the PS3 and Xbox2. From this, they're assuming a launch will most likely occur in 2006. In addition, it's working with a PSP emulator, which allows them to develop for Sony's PlayStation Portable without having the final version of the system.

SILICON DREAMS RISES AGAIN

OLD HANDS FORM NEW COMPANY

After previously reporting the closure of Kaboom Studios Group (and the subsequent closure of both Attention to Detail and Silicon Dreams), we're happy to say a group of key staff from footy experts Silicon Dreams have formed a new company. Gusto Games is a brand-new studio, comprising 11 ex-members of the core technology and programming departments. The company focuses on developing online, community-driven titles, it says.

WE'RE ALL ATHLETES!

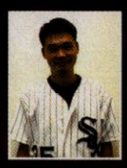
ANTI-GEEK STUDY SHOWS GAMERS AREN'T COUCH POTATOES

Research commissioned by Samsung Electronics in the build-up to last month's WCG 2003 Samsung Euro Cyber Games in Paris has established that gamers could have a lot in common with the sporting elite. When compared to a group of semi-professional rowers, representing their country at a competitive level, and classically-trained professional musicians, gamers displayed the same range of abilities including ambition, motivation and analytical thinking. Much like musicians and top sports stars, gamers displayed a focus on an ultimate goal, rational thinking, an effortless sense of control, self-reliance and intense concentration. Well, I'd say that was good cause for a celebration pizza. Burp.

SAMSUNG Euro Cyber Games WCG 2003

THE SUMMER OF samurai

DETERMINED TO SQUEEZE SOME HACK-'N'-SLASH TITBITS INTO THIS SECTION, WE POSED SOME OF YOUR ONIMUSHA 3 QUESTIONS TO ITS EXECUTIVE PRODUCER, KEIJI INAFUNE...



PSi2: When does the story take place on the *Onimusha* timeline?

KI: After the two previous *Onimusha* titles. It starts right as Samanosuke has cornered Nobunaga at Honnoji Temple. Jacques Blanc, of course, starts in present-day Paris.

PSi2: Tell us about some of the gameplay differences...

KI: The game features a new type of action-orientated puzzle. Also, you won't see any of the trading that occurred in *Onimusha 2*, as well as the input commands. And special attacks are performed differently.

PSi2: What has the new engine introduced into the game?

KI: The most obvious difference is the move from the pre-rendered backgrounds of the first two games in the series to a fully 3D world. It also allows us to have up to 30 characters on the screen at any one time, so as you can imagine, the action is even more intense than before. Also, we can utilise lots of interesting camera shots and cuts to create a much better cinematic feel than even previous games had.

PSi2: The *Onimusha* series has always had some of the best FMV sequences around. What can we expect from the third instalment?

KI: I hope this doesn't sound too arrogant, but I truly believe the CG sequences for *Onimusha 3* are the best ever seen in a videogame to date. We showed a very small segment of the opening sequence at a recent event in Tokyo, and the attendees thought it was amazing. The reason we take so much care and attention with these sequences is we want to draw the player into the gaming universe so they can't wait to take control for themselves. We're very fortunate to be working with a highly talented team at ROBOT, who was responsible for the CG sequences in the previous *Onimusha* games.

PSi2: What stage are you in the project right now?

KI: Well, we're nearing the end of the Japanese version of the game, and once that's finished, we begin work on the US and European versions, with a planned PAL release date of summer next year.

PSi2: Why did you choose to feature Jean Reno? Was he your first choice?

KI: Right from the beginning, we knew we needed a character with more international appeal than the lead characters of the other two *Onimusha* titles. A lot of people are focusing on using Hollywood actors in games nowadays, but we wanted to be a little more original. So we chose an actor who's famous in Japan and Europe, and known in America.

PSi2: Will he get to ride a vehicle in the game?

KI: If you've seen some of the movie scenes we've already released, you know Jean Reno is on a motorbike, but as to whether he gets to ride this in the game, I'm afraid you'll have to wait and see.

PSi2: Now the game is in full 3D, how will the controls alter?

KI: Actually, I am quite proud of the controls. We've implemented both *Resident Evil*-type controls via the D-pad, and the analogue stick for *Devil May Cry*-type controls.

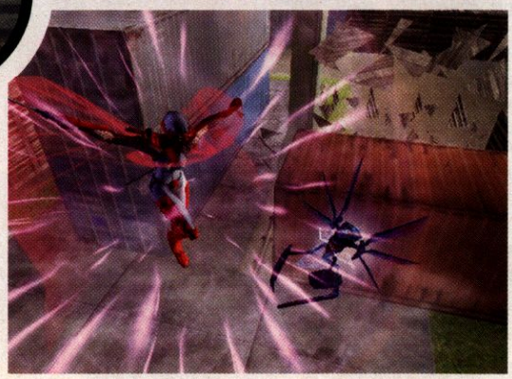
PSi2: Are there plans for co-operative play?

KI: No, the game is single-player.

LATEST.NEWS

SONY SWITCHED ON TO NAMCO WARFARE

Sony's getting cosy with Namco, having announced it will release its soldier sim *Kill.Switch* next February. The game features six war-themed missions, spread out across 18 different levels. The game spans several continents, taking you to hotspots such as the Middle Eastern deserts and the Caspian Sea. As well as bringing you unnecessary punctuation, the game has some 'new and exciting' features, according to Sony. The 'Offensive Cover System' and 'Blindfire' enable the player to engage the enemy from various cover positions or launch full frontal assaults without being exposed to counter-fire.



DEADLY NIGHTSHADE?

SHE-NOBI RE-NAMED...

Sega's next ninja game for the PS2 will be the *Shinobi* follow-up *Nightshade*. Known as *Kunoichi* in Japan, Sega thought us Westerners would prefer a name change. Deadly female ninja Nightshade has received a mixed reaction from the critics so far, and we're hoping this red-and-white-bodystockinged *Shinobi* relation packs more of a punch than Hotsuma's PS2 anti-climax. We've been promised an all-round improvement, with more responsive controls. The she-ninja has access to projectiles, magic and standard melee attacks which can be chained into combos. She can also stick to walls, dash in mid-air or on the ground and jump impossibly high. And as with Shinobi, you can chain together your kills with some showy finishing moves.

ONLINE BONDIE

007 EVERYTHING OR NOTHING

NOW, WE HAVE NOTHING. BY MARCH, WE'LL HAVE EVERYTHING

In an exclusive PSi2 interview with EA's Redwood Shores studio, we found out exactly why the brakes have been put on the release of our favourite special agent's latest exploits. We were due to play *James Bond 007: Everything or Nothing* this month. So, why the wait? Producer Joel Wade had this to say. "The decision was all about quality. We knew we had a special game on our hands, probably the best Bond game EA has ever made. We also felt that with a little more time, it had the potential to be a truly great game. This latest iteration also happens to be a reinvention of Bond gaming, as we're now in third person. We felt taking the time to tune this new player perspective will end being well worth the wait. We want *Everything or Nothing* to be the best Bond game ever". He adds, "As a matter of fact, we'll be using some of our extra time to add online functionality". An addition solely for the PS2. Woo hoo.

LOST TOYS SHUTS ITS DOORS

DEVELOPMENT ENDS AFTER A FIVE-YEAR STINT

Guildford-based studio Lost Toys is the latest in a long line of developers to fold within the last year. Best known for its robotic bruiser *Battle Engine Aquila*, the Surrey company was working on *Stunt Car Racer Pro* with Simergy. When approached, a spokesperson said it was too soon to comment on the future of the Simergy collaboration, as there were decisions still to be made.

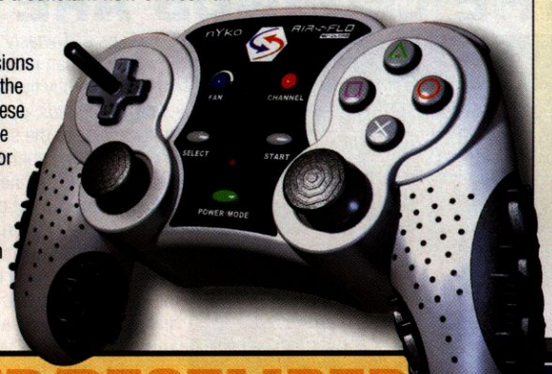
As we went to press, it emerged Computer Artworks, developer of the well-received *The Thing*, has also gone into receivership.

COOL GAMING GEAR

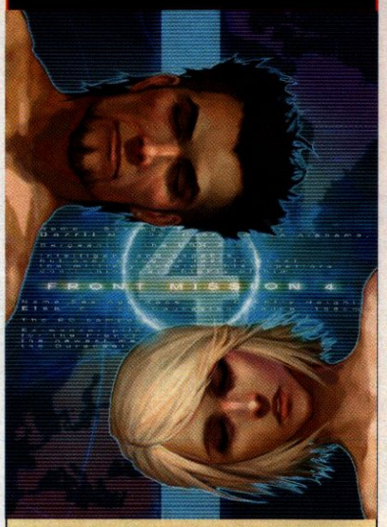
NO MORE SWEATY PALMS, WITH AIR-CONDITIONED CONTROLLERS...

Keep your hands cool and comfortable in the heat of competition with LA company Nyko. First shown at E3, the AirFlo is the world's first air-cooled PS2 controller, incorporating a fan that emits a constant flow of fresh air through the handgrips.

The tethered and wireless versions are already widely available in the States (priced $30-50), and these nifty devices will soon be in the shops here. A spokesperson for Nyko told PSi2 it's aiming for the range to hit Europe's shelves in time for next summer. We hope to put them to the test with the PSi2 teams' perspiring palms in a springtime gear review.



IN BRIEF



FRONT MISSION REVIVAL

JAP RELEASE OF RPG

Square Enix is to release the fourth instalment of its popular 'dramatic simulation RPG' Front Mission on PS2. *Front Mission 4* is set for a release next month in Japan, and will follow on our shores sometime next year. The story takes place six years after *Front Mission 1st*, with events taking place on the game timeline between *FM1* and *FM2*. You play through missions as Elza, a French Wanzer army officer and Darril, a thirtysomething mercenary.

OUT THIS MONTH NOVEMBER/DECEMBER

BATMAN: THE RISE OF SIN TZU
UBI SOFT NOVEMBER 21ST
BOMBASTIC
CAPCOM NOVEMBER 21ST
CRASH NITRO KART
VIVENDI NOVEMBER 21ST
CROUCHING TIGER, HIDDEN DRAGON
UBI SOFT NOVEMBER 21ST
GLADIUS
ACTIVISION NOVEMBER 21ST
GREGORY HORROR SHOW
CAPCOM NOVEMBER 21ST
MANHUNT
TAKE 2 NOVEMBER 21ST
PSi2 LOOK OUT!
NEED FOR SPEED UNDERGROUND
ELECTRONIC ARTS NOVEMBER 21ST
PRINCE OF PERSIA: THE SANDS OF TIME
UBI SOFT NOVEMBER 21ST
RATCHET AND CLANK 2: LOCKED & LOADED
SONY CEE NOVEMBER 21ST
SCOOBY DOO! MYSTERY MAYHEM
THQ NOVEMBER 21ST
TONY HAWK'S UNDERGROUND
ACTIVISION NOVEMBER 21ST
WORLD RALLY CHAMPIONSHIP 3
SONY CEE NOVEMBER 21ST
ROBIN HOOD: DEFENDER OF THE CROWN
CAPCOM NOVEMBER 21ST
TERMINATOR 3: RISE OF THE MACHINES
ATARI NOVEMBER 21ST
THE HOBBIT
VIVENDI NOVEMBER 28TH
GHOSTHUNTER
SONY CEE NOVEMBER 28TH
LEGACY OF KAIN: DEFIANCE
EIDOS NOVEMBER 28TH
MEDAL OF HONOR: RISING SUN
ELECTRONIC ARTS NOVEMBER 28TH
METAL ARMS: GLITCH IN THE SYSTEM
VIVENDI NOVEMBER 28TH
NBA 2K4
SEGA NOVEMBER 28TH
NFL 2K4
SEGA NOVEMBER 28TH
NHL 2K4
SEGA NOVEMBER 28TH
ROADKILL
MIDWAY NOVEMBER 28TH
ROBOCOP
AVALON NOVEMBER 28TH
SECRET WEAPONS OVER NORMANDY
LUCASARTS NOVEMBER 28TH
SWAT: GLOBAL STRIKE TEAM
VIVENDI NOVEMBER 28TH
XIII
UBI SOFT NOVEMBER 28TH
ALIAS
ACCLAIM ENTERTAINMENT DECEMBER 5TH
BAD BOYS 2
EMPIRE INTERACTIVE DECEMBER 5TH
DESTRUCTION DERBY ARENAS
SONY CEE DECEMBER 5TH
HARRY POTTER AND THE PHILOSOPHER'S STONE
ELECTRONIC ARTS DECEMBER 5TH
MAX PAYNE 2: THE FALL OF MAX PAYNE
TAKE 2 DECEMBER 5TH
MISSION IMPOSSIBLE: OPERATION SURMA
ATARI DECEMBER 5TH
SONIC HEROES
SEGA DECEMBER 5TH
TOTAL CLUB MANAGER 2004
ELECTRONIC ARTS DECEMBER 5TH
THE SIMS BUSTIN' OUT
ELECTRONIC ARTS DECEMBER 12TH

All dates correct at the time of going to press

CHARTS

1. **FIFA 2004** — EA Sports
2. **PRO EVOLUTION SOCCER 3** — Konami
3. **TIGER WOODS PGA TOUR 2004** — EA Sports
4. **EYETOY PLAY** — Sony CEE
5. **JAK II: RENEGADE** — Sony CEE
6. **CLUB FOOTBALL** — Codemasters
7. **CONFLICT DESERT STORM II** — SCi
8. **RUGBY 2004** — EA Sports
9. **COLIN McRAE 04** — Codemasters
10. **FINDING NEMO** — Disney Interactive

Official UK Leisure Software Charts © ELSPA compiled by Chart-Track

IN BRIEF

Ford RACING 2

FORD RACING 2

PRICE CORRECTION

It's been brought to our attention that *Ford Racing 2* from Empire Interactive is going on sale for the bargain-basement price of £15. In our review last month where we gave the game 6/10 we stated it would cost £30. The £15 price point should make the game a lot more attractive.

RYU ON PS2

THE LEGENDARY STREET FIGHTER ARRIVES ON PS2

If you read our Rumours report back in Issue 36, you know we saw this coming in the PSi2 crystal ball. But we didn't think it would be quite this soon. Next year we see a *Hyper Street Fighter 2: The Anniversary Edition* to celebrate 15 years of the famed beat-'em-up franchise. We thought Capcom had chosen to skip this marker as the original *Street Fighter* actually passed its 15th birthday in 2002, not 2004. But who the hell are we to complain? First impressions at the Tokyo Game Show went down a storm as one of the most popular game exhibitions, with hordes queuing up to set a virtual foot in the arena. Out in Japan on December 18, we'll have an exclusive import review for you in PSi2 in the New Year.

FATAL FRAME THE MOVIE

FILM PROJECT GETS A GEE-UP FOR AN EARLIER RELEASE

The *Fatal Frame* (*Project Zero*) movie is being fast-tracked. Apparently Steven Spielberg is currently working with writer/producer John Rogers to finalise the script. A director will be announced soon, and casting begins a bit later. The question, then, is who should play Miku? And why don't some of you go out and buy the flipping game, eh? It's as cheap as chips!

According to Rogers (who worked on *The Core* and is working on Catwoman, in which Halle Berry is trussed up like a common feline), "By focusing on cool Japanese cultural additions and different ghost mythos most North American audiences are unfamiliar with, we can do something unique. None of the rules about the supernatural, the characters, or our audience apply in the Fatal Frame world".

Suddenly, a sharp pang of anxiety races through our minds, the Yankee doodle version of *The Ring* still swimming around our brains. Just don't cast Van Damme, eh?

©gi.biz

Project ZERO

THE LEGENDS ARE BACK

KOEI CROSSES BLADES ONCE MORE WITH A NEW ERA FOR DYNASTY WARRIORS

Fans of *Dynasty Warriors* could do worse than make a New Year's resolution to buy the new *Dynasty Warriors 4: Xtreme Legends*, due out January 4th. An add-on disc to the successful *DW4*, it includes all the characters from *DW4*, plus new elements and new stages. The Xtreme Mode features a set of randomly-generated short stages, or 'skirmishes', and the Legend Mode showcases individual warrior's prowess in battle. Also in the new Arena Challenge Course, players are judged on endurance-style one-on-one duels. If you own *Dynasty Warriors 4*, you can take characters powered up in *DW4XL* and use them in *DW4*, discover new items, attain an 11th attack weapon and access 'Beginner' and 'Expert' difficulty levels. A snip at £24.99.

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PSi2

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SPLINTER CELL DEVELOPERS MOVE TO EA

SPAT BETWEEN PUBLISHERS LIKELY TO BE RESOLVED BY THE COURTS

French publisher Ubi Soft has applied for an injunction to prevent key staff that worked on the *Splinter Cell* project from taking new jobs with Electronic Arts, a move it claims breaks a clause in their contracts.

The five developers all left Ubi Soft to go and work at EA's new Montreal studio – but according to Ubi Soft, their contracts contained a clause forbidding them to work for any other North American games studio for one year after leaving the company.

The arrival of new studios in Montreal, combined with the stellar success of *Splinter Cell*, has put Ubi Soft Montreal employees in high demand and is allegedly causing staffing headaches for the company, and threatens to decimate the *Splinter Cell* team further – hence this legal action. EA is openly furious with Ubi Soft's actions, which are presumably preventing five new EA Montreal staff from commencing work properly.

FOUR OF THE BEST

ULTIMATE CHEATS FOR CHRISTMAS

AR MAX creator Datel has a quadruple whammy of Ultimate Cheats for the festive season. Each features a prime selection of codes for some of the best games currently available. The latest line-up, perfect for your Christmas list, comprises *Ultimate Cheats for True Crime*, *Ultimate Cheats for Prince of Persia* and *Ultimate Cheats for Max Payne 2*. In addition, *GTA* fans must look out for the great value *Ultimate Cheats GTA Double Pack*, featuring codes for both *GTA3* and *Vice City* on one special disc. All these Ultimate Cheats titles are available now, priced at £9.99, except *Ultimate Cheats for Max Payne 2*, due out to coincide with the game's release on December 5th. To buy, visit any decent game store or visit the CodeJunkies shop online at www.codejunkies.com.

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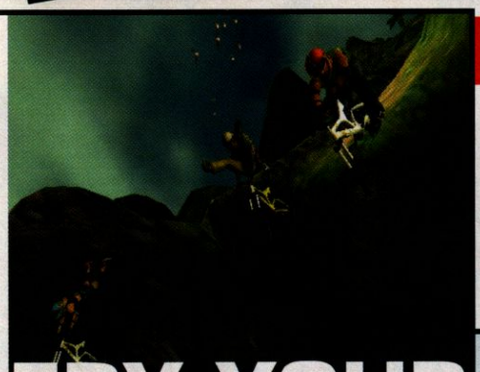
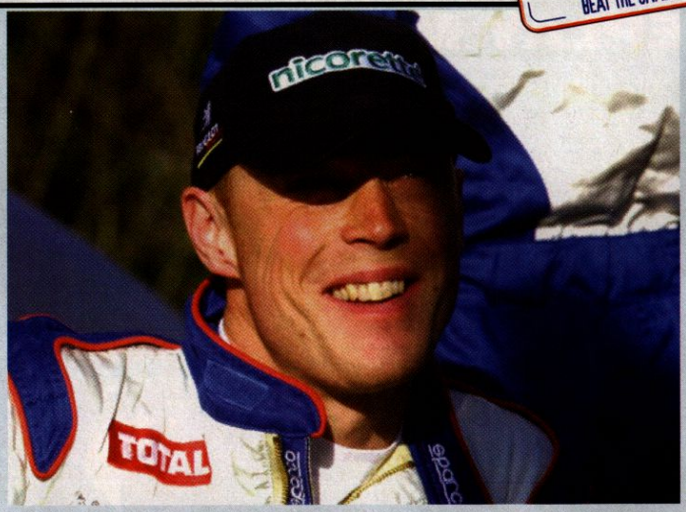


FRY YOUR EYEBALLS

CODEMASTERS LIKES IT DIRTY...

Rally expert Codemasters is switching from four wheels to two with the release of the extreme mountain bike racing game *Downhill Domination*. Due out this spring, the press release says it makes all other extreme sports games look like a 'walk in the park'. We won't pass judgement until we see code, but that's a bold claim indeed when we're about to get *SSX 3* and *THUG*.

The game features 14 suitably gnarly riders battling it out on nine mountain ranges across 27 courses, in a race to reach the finish line. We're told there's over 30 tricks to pull off and chain into combos, and on the way down you can play dirty, chucking projectiles, throwing punches and kicking out at competitors. You're also riding the top kit (12 bike sponsors are in on the act) and you can select from 20 upgradeable bikes to perform in Freeride, Mountain Cross or Technical Downhill races. See what you think of these first screens.



BURN IT UP

SCi REVEALS RICHARD BURNS RALLY DETAILS

SCi has revealed details of its brand new rally simulation, *Richard Burns Rally*, exclusively to PSi2. With *Colin McRae* currently the leader of the rally pack, SCi has got it firmly in its sights and is aggressively suggesting that Mr McRae isn't the draw he was.

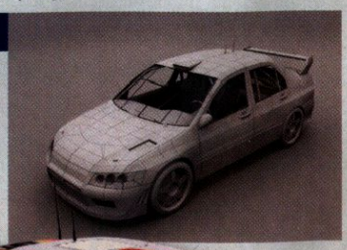
There may be some truth in that as McRae is reaching the end of his rallying career, although that might matter less to gamers than to fans of the actual rallying.

However, in Richard Burns SCi has signed up another winner of the World Rally Championship to front a game SCi hopes will be the rally simulation that sets the standard for the rest.

The aim, says SCi, is to create a highly accurate simulation that will still play well without being as tricky to get into as some of the console's hardcore Formula 1 simulations. The company believes its highly accurate recreation of the cars, including the internal workings, will set its game apart from the rest of the stage qualifiers.

With many of the internal workings of the car modelled, in-game factors such as engine temperature, air flow and so on become important, especially when the car takes damage. And we're assured it will; one wrong move on a jump or near a cliff edge ends your rally. No getting flung back on by the computer, and no restarts. If your car is damaged too much to continue, it's just 'Rally Over', so move on to the next . We're promised that should you put your car in a ditch, spectators run over and try to right the vehicle. SCi anticipates gamers will take a while to get up to speed with the title, initially getting slow stage times but gradually building their speed as they learn just what they can and cannot do within the game's world.

We'll have more on *Richard Burns Rally*, which is due for release next spring, in the next issue of PSi2.



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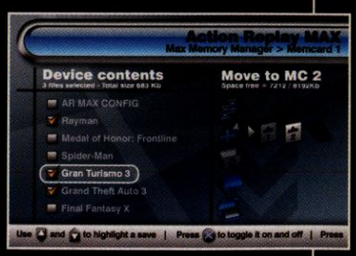

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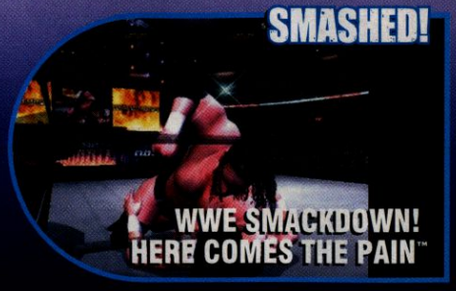

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INBOX

WRITE TO PSi2, Thin Ice Media, Beacon Place, Opal Way, Stone, Staffs ST15 0SS. Or email editor@psi-2.com

This month every letter wins KFC CHEQUES and HOME ALONE DVDs!

This month every letter wins chicken cheques to purchase two bootiful KFC Chicken fillet burger meals (with mayo and lettuce on a tasty chicken fillet) worth £3.49 each, and two awesome Avalanche ice creams. This month we're also giving away a set of all four Home Alone films on DVD, courtesy of Twentieth Century Fox Home Entertainment. **If you fancy some tasty chicken treats and fab DVDs, simply write in and you could walk away with prizes galore!**

Bum Grapes

Hi PSi2

I know you guys at PSi2 are very keen on this broadband gaming kerfuffle, but I have a friend who's tried to get it set up, and frankly it's been a huge pain in the ass for him.

To be fair, it's not the Sony side of things that's been the problem. It took him the best part of 12 man-hours to get the broadband connection up and running, and it only came on once he'd gone deep into the settings on his PC, reconfigured the modem and bought himself a network switch. Now when he wants to play, he ends up with about three miles of cable around the living room and his wife looking darn annoyed with the whole thing.

Then, of course, Windows XP being Windows XP, something goes slightly wrong with his set-up every month or so and he has to spend ages trying to get things just right. Until people can just plug stuff in, switch on and not fanny about with IP addresses, subnet masks and DNS servers, broadband online console gaming will remain the reserve of the technically-minded and persistent novice. I just hope the PS3 makes things a bit simpler.

Yours
Jock26 via email

You're not wrong there. Going broadband is not for the faint-hearted. We do think it's worth it, however. If you've got any problems, why not drop us a line and we'll see what we can do?

IT'S AN ODD JOB, MAN!

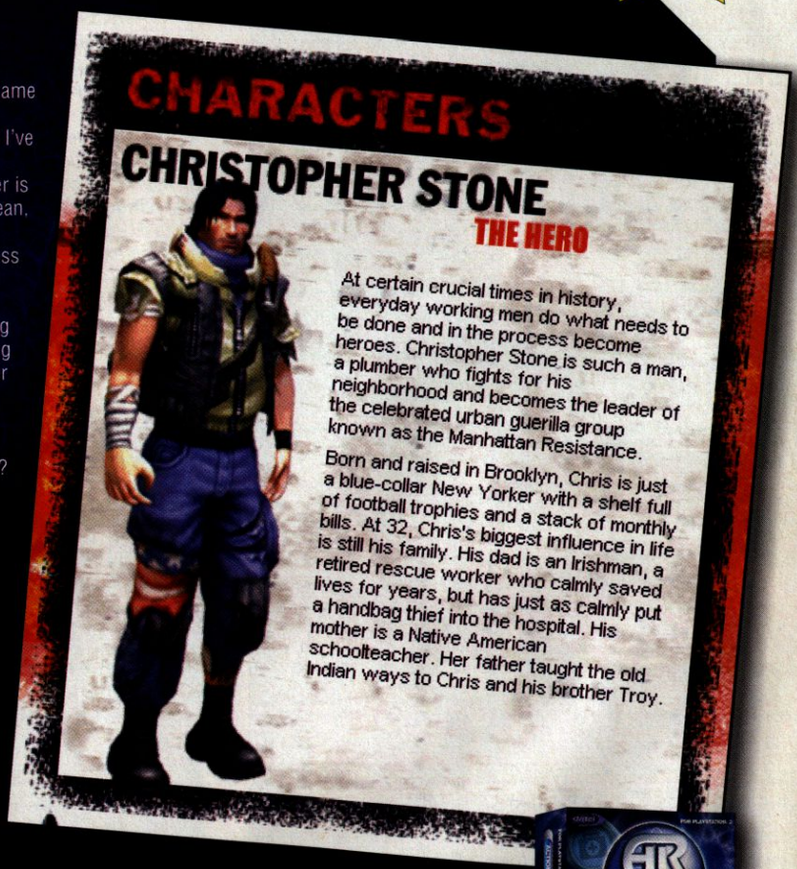
STAR LETTER! STAR LETTER! STAR LETTER!

Hi PSi2

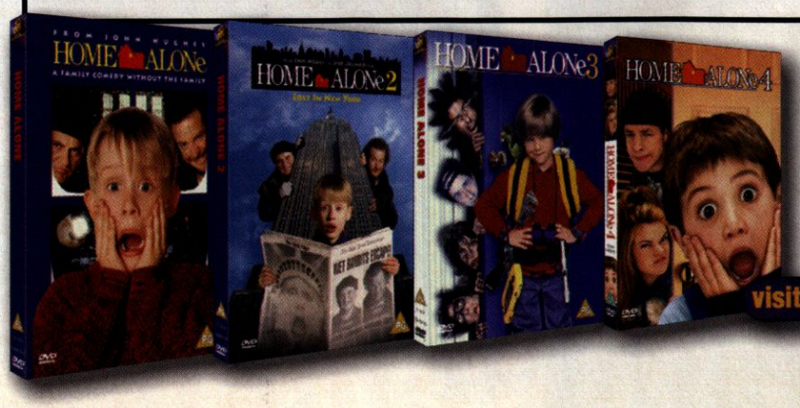
What's going on with game heroes and plumbers? Mario's a plumber, and I've just read *Freedom Fighters*' main character is a plumber as well. I mean, who wants to be a plumber? They just mess around with toilets and washing machines all day. You're hardly going to be qualified for taking on a Russian army after fixing a few washers and unblocking a bog. Why can't our game heroes have good jobs?

Jo-Beth McGowan, Shildon

Because a proper hero should always know their faucets from their ballcocks, we guess. And besides, what this country needs right now, more than anything else, more than IT geeks, more than videogame reviewers, is plumbers.



NOT ONLY DOES THE STAR LETTER WINNER GET A FREE ACTION REPLAY MAX, this month's star letter also wins Home Alone DVDs, three KFC Chicken fillet burger meals, two megabuckets and five Avalanche ice creams!



THE LATEST FILM IN THE SERIES, HOME ALONE 4, IS OUT NOW ON DVD AND VIDEO TO RENT AND BUY!

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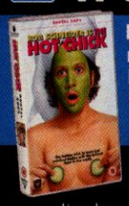
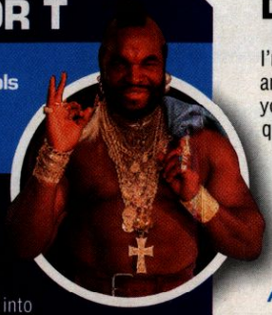
WRITE IN AND WIN! PRIZES FOR EVERY LETTER!

BEFORE TACTICAL, IT'S TIME FOR T



Hi, Mr T here. This month ah pity you fools by giving away Hot Chick (out now!) DVDs wiv ma tips!



DEAR T:

I've been splashing around like a gimp on *Splashdown 2*, but having trouble winning anything. The other players in the game keep bumping me into the water. Any tips would be most appreciated.

Will Poole, via email

Well, fool. Steer clear of AI players whenever possible. They usually bump you off course more than you bump them. Also, try to skip non-mandatory jumps. Just drive around them and use hydroplane as you pass. A lot of speed is lost in the jumps. Use the racing line to your advantage. This is what racing is all about. Start a turn wide, cut it short in the middle and exit wide again. This cuts down on losing the speed while making a turn.

DEAR T:

I've just bought the very excellent *Medal Of Honor: Frontline* on platinum. I just wondered whether your readers were aware of the glitch on the last level (The Horten's Nest: Stealing the Show)? Immediately before you steal the HO-IX, walk around to the front of the plane and face the ladder. Take out any gun and shoot the wooden part of the ladder (not between the steps). Glass shards fly out, as if the ladder were made of glass. Cool eh?

Graham Baker, Banbury

Well spotted. Crazy fool.

DEAR T:

Got any tips on where I can find a proper-looking lightgun? I mean, these bright orange ones and futuristic space guns you get are pretty good, but I want a machine gun or something.

Ben Crosby, London.

You can get a pretty nice gun from www.spectravideo.co.uk. But if it's something like a machine gun yer after, then www.lik-sang.com do a nice line in UZI light guns.

DEAR T:

Oi, T! How do you win the Deserter and Gun Bunny Trophy prizes in *Hunter: The Reckoning Wayward*? And why didn't anyone ever die in *The A-Team*, despite all those gunfights and twirling army jeeps?

James Trevelyan, Kent.

To win them, first play the hospital level where you have to save the Innocents from Devin. Allow Devin kill three to four Innocents. The message 'You have the Deserter Trophy' appears at the bottom of the screen. For the Gun Bunny Trophy, finish the Downtown level by killing all enemies armed with only ranged weapons, then complete the game to unlock the Gun Bunny Trophy. The A-Team was a prime time show for a wide-ranging demographic which called for light to moderate action with an absence of 'realistic' violence. Therefore we had no blood, no death, but excellent ratings...fool.

DEAR T:

Can you help me with *Spyro: Enter the Dragonfly*? I need a cheat or something to help me complete the game, which I recently purchased on Platinum.

Lester, via email

Try this for unlimited lives. In the Dragon Realm (the one with the Dragon Spirit) go towards the Dragon Dojo. There's three sheep. Kill them, then go across the river and kill the three sheep there. Then, return and kill the first set of three sheep again. Keep doing this until you get the desired amount of lives.

"As a kid, I got three meals a day. Oatmeal, miss-a-meal and no meal!" Mr T

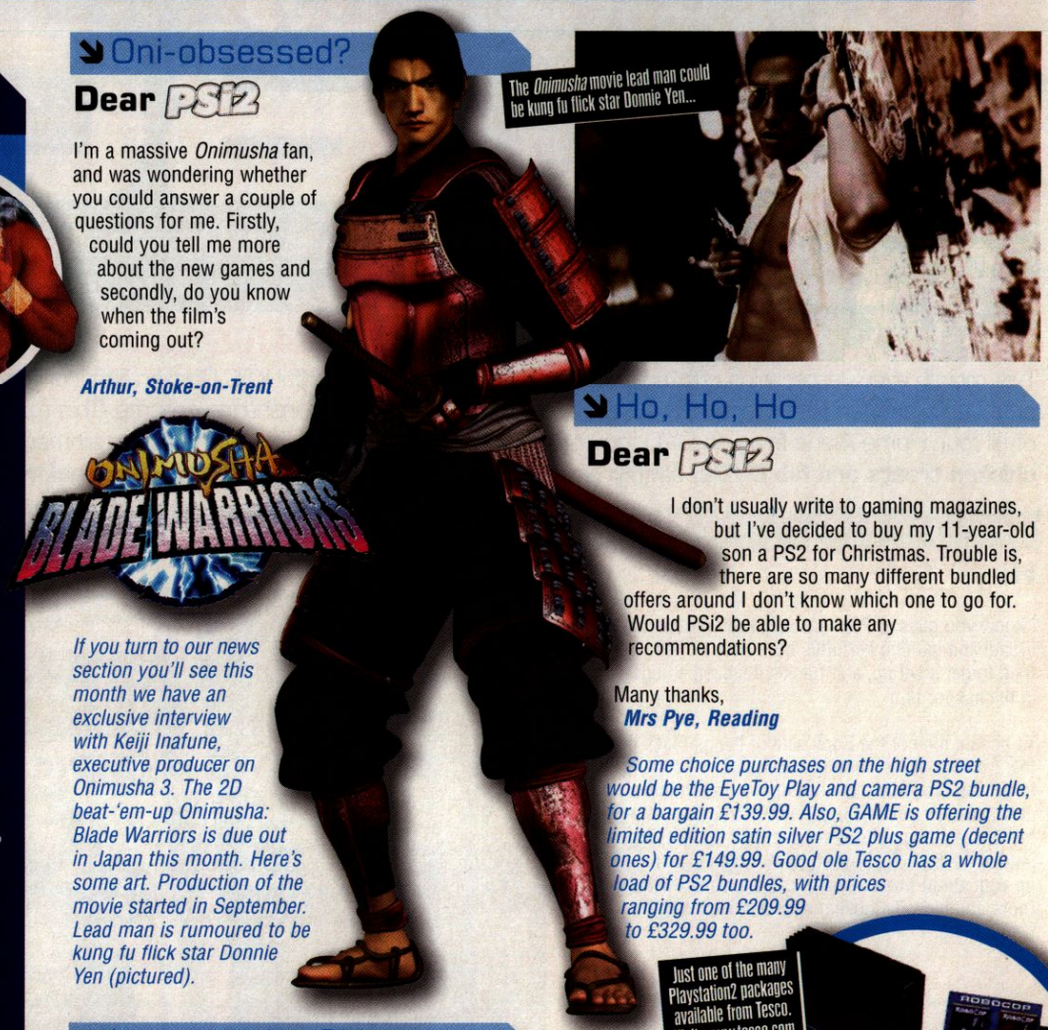
Suckas wanting more tactics and tips should head over to Page 92 to our MASSIVE TACTICAL SECTION which includes a cracking guide to JAK II

Oni-obsessed?

Dear PSi2

I'm a massive *Onimusha* fan, and was wondering whether you could answer a couple of questions for me. Firstly, could you tell me more about the new games and secondly, do you know when the film's coming out?

Arthur, Stoke-on-Trent



The *Onimusha* movie lead man could be kung fu flick star Donnie Yen...

If you turn to our news section you'll see this month we have an exclusive interview with Keiji Inafune, executive producer on Onimusha 3. The 2D beat-'em-up Onimusha: Blade Warriors is due out in Japan this month. Here's some art. Production of the movie started in September. Lead man is rumoured to be kung fu flick star Donnie Yen (pictured).

Ho, Ho, Ho

Dear PSi2

I don't usually write to gaming magazines, but I've decided to buy my 11-year-old son a PS2 for Christmas. Trouble is, there are so many different bundled offers around I don't know which one to go for. Would PSi2 be able to make any recommendations?

Many thanks,
Mrs Pye, Reading

Some choice purchases on the high street would be the EyeToy Play and camera PS2 bundle, for a bargain £139.99. Also, GAME is offering the limited edition satin silver PS2 plus game (decent ones) for £149.99. Good ole Tesco has a whole load of PS2 bundles, with prices ranging from £209.99 to £329.99 too.

Just one of the many Playstation2 packages available from Tesco. Visit www.tesco.com for more info!

Lara on the Cheap

Yo PSi2

Issue 35 was my second PSi2, so I'm new to your magazine. I'm a loyal reader of another mag, but I'm now converted and expect good things from you. I would love to see more pictures of Nicola, the model from Page 19, Issue 35. She looks so hot.

On to the infamous *Tomb Raider: Angel of Darkness*. I got the game for about £20 (I live in Ireland and it was 30 Euros), and it was worth it at this price. Even though Kurtis Trent is diabolical and difficult to control.

Could you tell me how much broadband costs? Another query: how long will the downloads on the PS2 take?

Compared to other magazines, yours seems to cover more games, and the detail is bitchin'. Also, is the next *GTA* actually going to be set in San Andreas?

As a fellow Irish citizen, I think you, Niamh, should smack those bully bitches up-side the head and whack them with a CPU and your next copy of PSi2. I get it hard as well as I'm a 'freaker' with long hair and I like bands such as System of a Down, QOTSA and Korn. I'm not far off smacking those bitches up-side their oddly-shaped heads.

Rory 'Biscuit' M, Ireland

The cost of broadband varies according to your ISP (check out Issue 28's Games on the Line feature for recommendations), with download times virtually instant. But expect to pay in the region of £80 for connection, with a variable monthly cost on your bill thereafter. If you're prepared to hold out, it pays to look out for any special promotional offers. No definite news from Rockstar (surprise, surprise). GTA in San Andreas? Maybe. Read more on Page 34.

WIN

Calling All Adventurers!

Prince of Persia: The Sands of Time and Beyond Good & Evil!

This month, we're offering a double bill of adventuring, with two of the most impressive titles around.

Prince of Persia: The Sands of Time captures all the action of a martial arts movie, set in world where magical sands give you the power to manipulate time. Maybe you were a die-hard fan of the original game, or you just fancy the sound of intense and beautiful slash-'n'-puzzling? To find out the full story on this exotic little number, turn to Page 42 to read our bulging review.

In ***Beyond Good & Evil***, you can star in your own movie in *Rayman* creator Michel Ancel's big and beautiful cinematic adventure. Jade's magical Akido staff, her camera and her nose for a story help her battle evil as she fights, stealths, puzzles and platforms her way against a controlling alien race. Turn to Page 62 for the full review.

Q: Which of the following books was a big influence in the development of *Prince of Persia: Sands of Time*?

A: American Psycho
B: Alice in Wonderland
C: 1001 Arabian Nights

Thanks to Ubi Soft, five lucky winners can bag both of these class games. For your chance to win, just answer the question below and call the Competition Hotline now...

Call 09064 774488

Terms and Conditions: calls cost 60p a minute. Lines open 24 hours. Competition open to UK residents only. Competition closes midnight December 14th.

COVER ME!

WIN SWAT: Global Strike Team for your PS2...

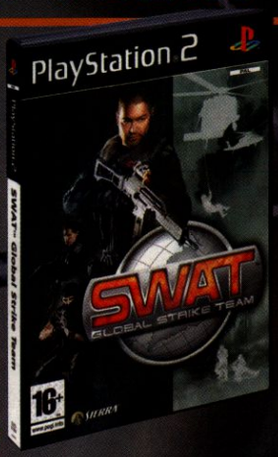
Pull on your balaclava, shine up your boots and prepare for action. If tactical teamwork is your bag of hand grenades, you should try out *SWAT: Global Strike Team*.

You and two team mates must play strategically, picking off the bad guys on a variety of precarious missions, selecting help from a sweetshop of gadgets and weapons. And if you get that megalomaniac feeling, you can always scream instructions through the mike on a headset. For the full review, just turn to Page 68.

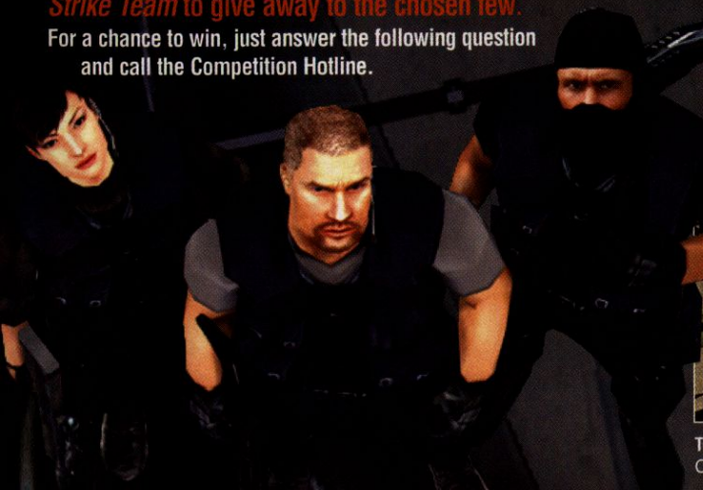
Courtesy of Vivendi, we have ten copies of *SWAT: Global Strike Team* to give away to the chosen few.
For a chance to win, just answer the following question and call the Competition Hotline.

Q: What does SWAT stand for?

A: Special Words And Thoughts
B: Special Whacks And Thwacks
C: Special Weapons And Tactics



Call 09064 774488



Terms and Conditions: calls cost 60p a minute. Lines open 24 hours. Competition open to UK residents only. Competition closes midnight December 14th.

PSi2 ON THE DISC!

MEDAL OF HONOR TRIES OUT THE JUNGLE BOOGIE...

PUBLISHER:
Electronic Arts
DEVELOPER:
EA LA Studio
ON SALE:
November 28th
NO OF PLAYERS:
1-4 (1-16 Online)
PRICE:
£39.99

http://www.eagames.com

Electronic Arts, the biggest games publisher in the world, is dismissed by some as too content to rely on annual updates rather than innovations. Yet this is the company that gave us *SSX 3*, the best snowboarding game ever, and turned games like *The Sims* and *Tiger Woods Golf* into gamers' favourites all over the world. It's possible, then, there are two sides to this company, the crazily-innovative *SSX* side and the competent-update-and-add-a-little side for the likes of *Bond* and *Lord of the Rings*. This is the side that's hot on presentation, but keen to make things as mainstream-friendly as possible.

So which side does *Medal of Honor* come from? Let's just say this isn't a groundbreaking first-person shooter in terms of gameplay, but its atmosphere, authenticity and attention to detail will endear it to an enormous number of people.

IMMEDIATE ACTION

The stops have been pulled out once again for the first level. Anyone who's played last year's *Medal of Honor: Frontline* knows all about incredibly intense levels that drop you straight into the thick of the action, but *Rising Sun* goes even further. It begins on the morning of December 7th 1941, and you're fast asleep aboard a boat in Pearl Harbour, just as the bombs start

▲ Gunship mayhem in the harbour

dropping. With chaos all around, you've got to struggle through the rapidly-disintegrating ship, putting out fires as you make your way topside. When you get up there, it gets even worse. I won't spoil things by giving details, but this is one hell of an introduction to the war. You move from firing fixed machine guns at dive-bombing Japanese aeroplanes to manning the weapons turret on a gunboat as it weaves between the exploding battleships trying to fight off yet more Japanese fighters. The booming sound effects, the relentless no-time-to-think gameplay and the visual carnage all around make this an outstanding introduction to the game, probably one of the most visceral game levels I've ever played. From here on, the US is firmly into World War II.

▲ Retreat carefully from the Philippines

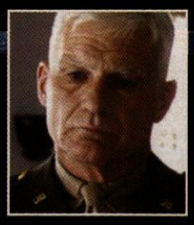
This time around there's a change of character. You no longer play Special Ops

"INCREDIBLY INTENSE LEVELS THAT DROP YOU STRAIGHT INTO THE THICK OF THE ACTION"

geezer Lt Jimmy Patterson. Instead you take the role of Marine Corporal Joe Griffin, quite literally an ordinary Joe who finds himself fighting right the way through the US in the Pacific. From the retreat in the Philippines through the taking of Guadalcanal, a quick trip to destroy a bridge over the river Kwai (say hi to Sir Alec for me) and then back to the Philippines to finish things off. Griffin's story is linked to that of his brother Donnie, who you first hook with in the game's second level, in the Philippines. Once you've tracked him down, you help him out, but things don't go too well for Donnie and his fate is one of the major themes of the game.

This stage is typical of the nine big levels in the game, as it asks you to meet different challenges and use varied gameplay styles to make your way through. Initially you're shooting at everything that moves, but then you have to escort a tank through the town streets, picking off snipers and anti-tank commandos who just run at the tanks carrying a big bomb on a shovel. Comical at first, but imagine facing up to these guys in reality. It's to EA's credit that attackers such as these are included in the game, adding an element of surprise and shaking things up a little. By the time you've finished this level, you've captured an enemy machine-gun post and mown

DYE HARD



If you need a military adviser for your upcoming war-themed film, TV series or videogame, Capt Dale Dye is your man. Capt Dye has worked with some of the best directors Hollywood has seen, including Oliver Stone and Steven Spielberg. It was his input on the latter's WWII movie *Saving Private Ryan* that led him to work on the original *Medal of Honor* videogame, produced by Spielberg's Dreamworks Interactive. That company has since been bought by Electronic Arts, but Capt Dye has continued to work as an adviser on the *Medal of Honor* series.

▲ Take out the Japanese airforce...

▲ ...as it lays waste to the US fleet

▲ The Japanese love to use their bayonets, so be ready for their charges

DOWN THE CO-OP

ONE OF THE MAJOR GRUMBLES ABOUT LAST YEAR'S *MEDAL OF HONOR: FRONTLINE* WAS THE LACK OF ANY KIND OF MULTIPLAYER GAME. THIS TIME WE HAVE AN EMBARRASSMENT OF RICHES, WITH A CO-OPERATIVE MODE AND SPLIT-SCREEN MULTIPLAYER ACTION FOR UP TO FOUR PLAYERS.

IN CO-OP MODE, YOU AND A BUDDY EMBARK ON A SPLIT-SCREEN VERSION OF THE SINGLE-PLAYER GAME, ALLOWING YOU TO DIVIDE AND CONQUER, PROVIDE COVER FOR ONE ANOTHER AND SEARCH THOROUGHLY FOR ALL THE SECONDARY OBJECTIVES.

THE FRAME RATE IS SURPRISINGLY GOOD, WAY BETTER THAN THE CO-OP MODE IN *CONFLICT: DESERT STORM II*, FOR EXAMPLE, AND THE ADDED TACTICAL ADVANTAGE OF A SECOND PLAYER MAKES THE GAME A SURPRISINGLY NEW EXPERIENCE WHEN PLAYED LIKE THIS. IT'S A WORTHWHILE ADDITION.

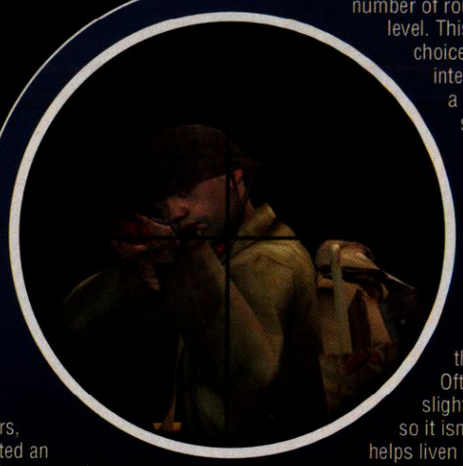
▲ Fighting in the dense jungle is never easy

"NOTHING IS EVER THE SAME FOR LONG"

down about 30 Japanese soldiers, stealthily infiltrated an enemy-occupied command post, blown up an armoured vehicle, saved your game in a church (nice touch that) and then scarpered on the back of a truck as the retreat is sounded, trying to blow up as much as you can without getting killed. None of this ever gets over-complicated, though. *The Medal of Honor* games aren't designed to have complicated controls or to tax the mind. They simply ask you to destroy things in a variety of ways. For the record, controls are tight without being overly-sensitive, and the auto aim isn't intrusive.

MIDNIGHT CLUB

When you get to the midnight raid on Guadalcanal, you're into jungle warfare and you begin to see the ways the developers have tried to make this game less linear than the last by offering a number of routes through the level. This offers a few choices, but it's not intended to give you a wide, *Deus Ex*-style range of options and routes. More simply, each level has choke points you have to pass through. It's how you get between them that can differ. Often it's just a slightly different route, so it isn't much, but it helps liven things up. These choke points are usually big areas with a number of buildings, so how you get through these, and achieving the objectives, is entirely up to you.



It's at Guadalcanal you first appreciate how each level asks different questions of the player. In the jungle, the Japanese are prone to hiding in holes and popping up

SPLIT UP

FOUR-PLAYER DEATHMATCH IS THE ONLY WAY TO LIVE WHEN IT COMES TO CONSOLE FIRST-PERSON MULTIPLAYER ACTION, AND *MEDAL OF HONOR* IS BLESSED WITH NINE EXCELLENT MAPS AND PLENTY OF TWEAKING OPTIONS SO YOU CAN GET THE GAME JUST RIGHT. EVEN IN FOUR-PLAYER SPLIT-SCREEN MODE, THE UNIFORMS OF YOUR FELLOW COMBATANTS ALWAYS SEEM TO STAND OUT AGAINST THE BACKGROUND, SO SPOTTING THEM FROM A DISTANCE IS NEVER TOO MUCH OF A PROBLEM. WE'VE HAD SOME EXCELLENT BATTLES, AND IF YOU CAN GET HOLD OF A MULTITAP, I HEARTILY RECOMMEND GIVING THIS A GO WITH A FEW MATES. IT'S CERTAINLY MORE FUN THAN *FIREWARRIOR*, MAINLY BECAUSE OF THE BETTER WEAPON BALANCE. WE'LL REVIEW THE ONLINE MULTIPLAYER GAME NEXT MONTH WHEN IT GOES LIVE TO THE PUBLIC.

▲ You've got to make use of cover

▲ In the Jungle, Japanese soldiers seem to appear out of nowhere

"ATMOSPHERE, AUTHENTICITY AND ATTENTION TO DETAIL"

▲ Journey deep into enemy territory on a raft

behind you, so you need to be careful. Later in the level, you're climbing uphill through long grass avoiding incoming mortar rounds, a level clearly influenced by the movie *The Thin Red Line*. Nothing is ever the same for long in this game, especially as later on you engage in sabotage and prisoner rescue.

Enemy behaviour is, for the most part, challenging, especially in the way the level designers have replicated the renowned jungle cunning of the Japanese Imperial army. Let loose, the soldiers are equally tenacious, charging forward with bayonets brandished towards you. It's genuinely scary and really ratchets up the tension if you're a little low on health and there are three of the buggers after your blood. Sometimes they aren't terribly sophisticated when left to their own devices, but the way they swarm towards you more than makes up for it.

OPEN SEASON

Medal of Honor: Rising Sun won't wow a hardcore first-person shooter fan with its gameplay innovations. There are no fancy tricks on display here, no complex controls and no new techniques required. But it mixes things up really well, offering plenty of variety in the massive levels and asking you to change tactics quite frequently. It certainly never gets boring, that's for sure. Nor can you argue with the atmosphere the game creates. The jungle levels are dense and tense, and the sound, as has always been the case with this series, is absolutely top-notch. Bullets whiz past, explosions rock your world, the shouts of your comrades and the enemy fill the air. It's an awesome noise, especially through a decent audio set-up. And at the back of it all is the orchestral score synched to the action.

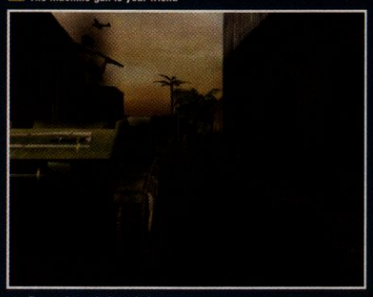
The only let-down is the graphics. Again, there's plenty of distinctiveness between

▲ Your name's not down, you're not coming in

PEARL HARBOUR: THE TRUTH?

THERE PEOPLE OUT THERE IN THE STRANGE AND WONDERFUL WORLD OF THAT NEW-FANGLED INTERWEB THAT SERIOUSLY BELIEVE US PRESIDENT ROOSEVELT AND BRITISH PRIME MINISTER CHURCHILL KNEW ABOUT THE ATTACK ON PEARL HARBOUR. ACCORDING TO THE THEORIES, CHURCHILL DIDN'T SAY ANYTHING BECAUSE HE WANTED THE US TO JOIN THE WAR, AND ROOSEVELT DIDN'T SAY ANYTHING BECAUSE HE ALSO WANTED TO GET THE US TO JOIN THE WAR, BUT COULDN'T PERSUADE CONGRESS. TRUE OR FALSE? WHO KNOWS, BUT DO AN INTERNET SEARCH FOR 'PEARL HARBOUR CONSPIRACY' AND SEE WHAT YOU TURN UP.

▲ The machine gun is your friend



▲ Escort the tank through the streets

Medal of Honor: Rising Sun is a respectable, enjoyable, action-centred first-person shooter. Let's be honest; EA could have turned out any old crap and it would probably have sold, but they chose not to do that, instead delivering a highly atmospheric and occasionally very tense action game that does more than enough to justify a place in your collection.

■ JOOLS BOARDMAN

"SLICK AND MAINSTREAM"

the areas you play, but there's a low-res feel to the whole thing, particularly in the enemies and some of the surroundings, like the buildings or the vehicles. It won't wow you with its looks, that's for sure.

Ultimately, this definitely goes down as one of EA's slick but mainstream titles. It doesn't push any gameplay boundaries, but it mixes the existing formula nicely so it stays accessible to as many people as possible. The 'lost brother' storyline is perhaps a little superfluous, but it at least gives you a personal reason to keep going, although fighting your way through the Pacific Theatre should be enough for most. The multiplayer and online multiplayer modes add in plenty of value for your 40 quid too.

PSi2 VERDICT

FOR
- There's lots of it
- Mixes up the fighting styles
- Feels authentic
- Great sound
- Strong online and single-machine multiplayer
- Tremendous atmosphere

AGAINST
- Doesn't push any gameplay boundaries
- Doesn't look great

ALTERNATIVES
- Medal of Honor: Frontline (Issue 20, 7/10)
- Warhammer 40K: Firewarrior (Issue 36, 7/10)

LONGEVITY
- Playing through should take 25 to 30 hours, and the multiplayer keeps you going.

OVERALL
Not a classic, but it's big, well made and plays superbly.

8

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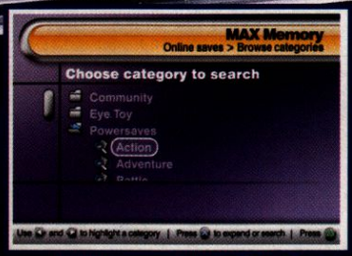

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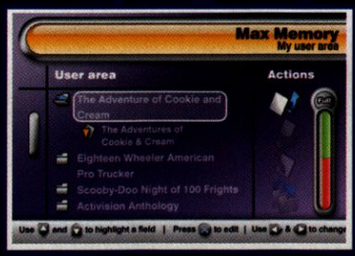

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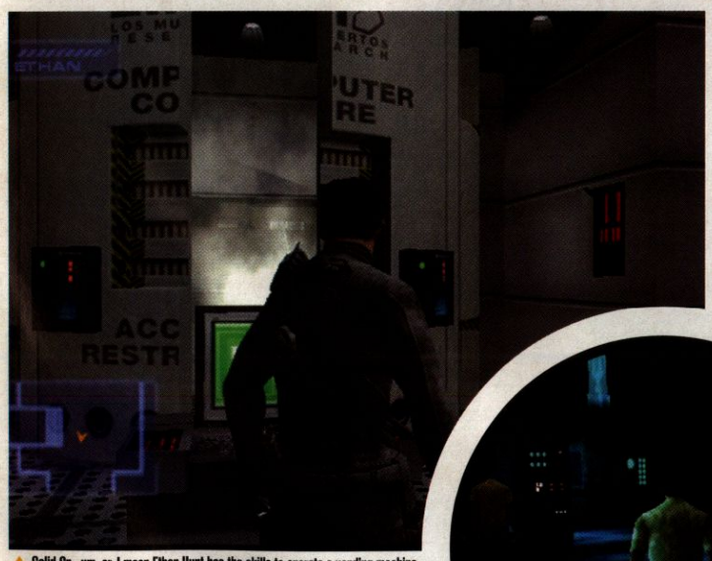
PUBLISHER: Atari
DEVELOPER: Melbourne House
ON SALE: December
NO OF PLAYERS: 1
http://www.atari.com

▲ Solid Sn...um, er, I mean Ethan Hunt can hide

"SNAP THEIR NECKS LIKE TWIGS"

PS2 PLAYED IT!



▲ Solid Sn...um, er, I mean Ethan Hunt has the skills to operate a vending machine

MISSION IMPOSSIBLE: OPERATION SURMA

SAM FISH...ER, I MEAN ETHAN HUNT(!), IS BACK WITH A STEALTH ACTION-'EM-UP, BUT IS IT LOOKING LIKE SPLINTER CELL, OR STINKY HELL?

Although the last movie was made three years ago, that's not stopped Atari picking up the *Mission: Impossible* licence to put together a game. It's probably got a lot to do with the success of titles like *Splinter Cell* and *Metal Gear Solid,* which have poked the game to surface. And boy, does it take its inspiration from both of those hit games...

The game doesn't revolve around the plot of either of the films. Instead our hero, Ethan Hunt, must stop an evil sod named Algo from unleashing a virus that hacks every 'puter on the planet. To help you out on this stealth-'em-up are an array of weapons and gadgets. Remote-controlled cameras and digital binoculars help get you through the complex areas of *Splin...*er, *Mission: Impossible.* But wait; some gadgets are original, in particular the remote Wasp Cam which acts like the said insect and can be used to check out enemies ahead, or can neutralise foes with a nasty sting in its tale.

Another gadget worth highlighting is the binoculars, which even Jim Bond would be impressed with. These binos not only let you zoom in on the action, but record voices, scan objects and take digital pictures. These digital pics of people's faces allow our Ethan to create the famous rubber masks to infiltrate enemy territory.

Initially you're taken gently through the game's very, very linear opening levels. Specific instructions and directions are given when it's time to use the gadgets or guns. Beyond the gadgets and guns, the game's combat system is worth covering. Hunt has a

SWEET!

Ethan can crack heads better than Sam Fisher and Solid Snake put together. Punches, running kicks and kung fu make him a lethal weapon, with many of the moves directly inspired by the sequel.

▼ It's worth checking Ethan's handy radar before heading out into the open

▲ Ethan can go to night vision if he needs to take out someone in the dark

▲ He's doesn't look much like the Ethan Hunt (Tom Cruise) from the films

basic three-move combo system to take out scumbags. Like a certain Mr Fisher, Ethan can stealth it up behind enemies and choke-hold them into giving up the goods, or simply snap their necks like twigs. This comes into use when, on one level to progress, you need to get beyond some trip beams. You must grab some fella who's able to disable the beams. When you're finished getting through, it's lights out for the poor bloke. Although *Splinter Cell* did this with the retina scans etc, *M:I* is taking it into new areas which makes for more interesting gameplay.

As for stealth kills, these can be very satisfying and perhaps *Splinter Cell* and *MGS* will adopt these for its sequels in a kinda borrowing-back-from-the-borrower thingy. Refreshingly, instead of first detaching Ethan from the wall to attack a nearby enemy, you're given instant attacks and boy does Ethan attack. Back-breaking moves, running kicks and neck-snapping are all in there. These skills require patience and practice, but you soon pick it up thanks to the tutorial in the opening missions. Plus the guards are initially pretty easy to pick off.

A BIT FISHY

Although the game seems to have taken its inspiration from two or three big titles, *Mission: Impossible* is, at this stage, still looking like a poor relation. Awkward controls make Ethan hard to manage, with a camera you can't help lose control of. Plus, unlike the smooth animation of Sam Fisher, Ethan seems a lot harder to control.

Graphically the game looks impressive enough. In one mission Ethan enters a cell area. The light illuminates the dust and impressively reflects off Ethan's body suit. Then when he burns his way through a lock, the blowtorch effect is excellent.

Gadget wise, *Mission: Impossible* retains some originality. The Wasp cameras in particular are fun to use. But at the moment, in the areas where *M:I* mimics other games it falls short. It may be enough to appeal to fans of the genre, and is looking like it'll deliver a fairly decent example of the genre come December, with a little more spit-'n'-polish.

■ BEN KEEN

PSi2 SCREEN BREAKDOWN!

HEALTH Ethan's health is limited, and a few shots will kill him.

RADAR Use the radar to spot enemies, cameras and objectives.

OBJECT Ethan's items. Check them out by scrolling on the D-pad.

STEALTH Like *Splinter Cell*, this indicates how visible Ethan is.

PSi2 HISTORY

Melbourne House are the fellas responsible for *Men In Black II: Alien Escape* and *Le Mans 24 Hours*. They're also the behind the upcoming *Transformers* game for PS2, out next Spring.

PSi2 FIRST PLAY VERDICT

We've only seen a few levels in action, so it's hard to judge fully. If the game's story is strong and early levels hone your abilities, it could be another stealth hit.

Q&A

Melbourne House

THIS Q&A WILL SELF-DESTRUCT IN FIVE SECONDS

We asked lead designer **Craig Bolin** to tell us more...

PSi2: What's new and different about the direction Mission: Impossible takes within the stealth action genre?

CB: *Mission: Impossible* places more emphasis on action and high-tech gadgetry than more gritty stealth games such as *Splinter Cell*. I would also say it's more of a mass market title that allows the player more freedom to choose between stealth and combat instead of harshly punishing him every time he's discovered.

PSi2: Can you explain more about 'mission moments'?

CB: Sure, 'mission moments' are sequences in the game designed to duplicate the type of scenes likely to be found in a *Mission: Impossible* film. These can range from high-tension timed sequences where the player must disarm a series of hidden bombs before they explode, to frantic action scenes in which you must survive an unexpected and highly dangerous situation, such as falling out of an aeroplane without a parachute.

PSi2: Was it ever an option to feature Tom Cruise's in-game likeness as Ethan?

CB: No, our contract with Viacom Consumer Products, licensing division for Paramount Pictures, did not provide the rights to Mr Cruise. We did acquire the rights to Ving Rhames' likeness, and will be using his voice extensively in the game.

PSi2: What are your favourites from the hi-tech gadgetry and weapons?

CB: I'd say I'm most fond of the Wasp, a tiny remote-controlled flying camera that can be used to scout ahead, and also fires a single taser burst capable of eliminating a target. I also quite like the Electronic Warfare Gun.

PSi2: Did you ever play the first Mission: Impossible game on the N64?

CB: We looked it over pretty closely, and also had the privilege of talking about its design with some of the developers.

CASTLEVANIA

GAMING'S ORIGINAL VAMPIRE SLAYER WHIPS THE PS2 INTO A BLOOD FRENZY FOR THE VERY FIRST TIME...

PUBLISHER: Konami
DEVELOPER: Konami
ON SALE: Early 2004
NO OF PLAYERS: 1
www.konami.com

UP AGAINST IT?

With *Devil May Cry 2* likely to be released on Platinum early next year, it may be difficult to tempt gamers to pay twice as much for *Castlevania*.

▲ We recommend the 'just leg it' method

PS2 PLAYED IT!

If you can remember the first ever *Castlevania* game, you're old. Like, really old. Probably nearly as old as the series' undead antagonist, Count Dracula himself. We're not sure exactly how old he is, but he's got to be at least thirty-something. Anyway, if you do remember it (or any version of the game not released within the last five years) you may well be welling up with nostalgia as you read this. Because yes, *Castlevania* was an all-time classic. Was, that is, until Konami, in a prime example of the 'if it ain't broke, break it' mentality currently all too widespread on the gaming scene, made the frankly sacrilegious decision to produce a 3D *Castlevania* for the N64.

'Heresy!' cried the fans. 'It's a rubbish *Tomb Raider* with whips', cried anyone else who was vaguely interested. And so the reputation of yet another classic game was tarnished by a half-baked conversion to 3D.

TWO'S COMPANY

So in bringing *Castlevania* to the PS2 for the first time, Konami has two choices. Either admit they were wrong and go back to 2D, like in the good old days, or take a completely fresh approach to making a 3D *Castlevania*, promising it won't be embarrassingly crap this time. Well, the purists ain't gonna like it, but Konami has (somewhat predictably) plumped for the second option. After all, who cares about the fans? They're old and will soon be dead. It's the kids that represent the future of gaming, and to the kids, 2D is for grandads. The kids neither know nor care what's good for them, they want as many dimensions as they can get their mitts on, and they want them now.

And there is, in principle at least, no reason why they shouldn't get exactly what they want. After all, the likes of *Maximo* and *Rygar: The Legendary Adventure* have proven it's entirely possible to bring a vintage title bang up to date without robbing it of the qualities that made it worth updating in the first place. But it's a process riddled with potential pitfalls. Less is sometimes more, and there are many advantages to using just the two dimensions, advantages the best 2D games were designed to make the most of. The first casualties of a 2D-to-3D conversion are

▼ Leon gets 'cross' with a skeleton

PSi2 SCREEN BREAKDOWN!

HEALTH
There aren't many ways to replenish this, so make sure you buy plenty of potions whenever you get the chance.

HEARTS
Hearts can be found all over the place, and are used to power your sub-weapons.

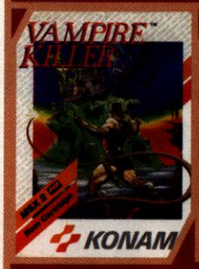
MANA
Charge this up by blocking enemy attacks, then unleash your powerful spells.

DAMAGE
Every time you strike an enemy, the amount of damage you've done pops up. Useful for assessing which are your best attacks.

LEON BELMONT
This caped crusader is the ancestor of all the other Belmonts, who starred in previous *Castlevania* games.

BOSS HEALTH
Each boss starts with a blue health bar then a yellow one, so they can take a lot of battering.

PSi2 HISTORY



Since 1986, 21 different versions of *Castlevania* have appeared on pretty-much every format you can think of, plus one or two we bet you can't even remember.

"REMINISCENT OF DEVIL MAY CRY"

usually pace, visibility and control. *Castlevania 64* failed pretty miserably in all these departments, so the question is, can it fare any better on PS2?

THREE'S A CROWD

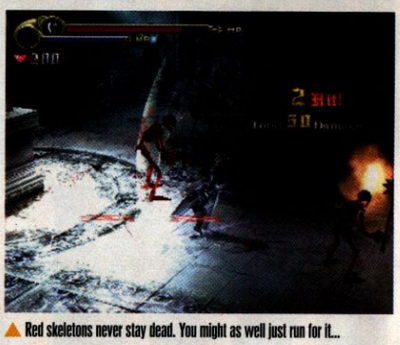
Well, on the evidence of our first taste of the game, the answer is 'yes' to varying degrees on all three counts. Visibility and control are, for the most part, not a problem at all, which is a relief for anyone who's been subjected to the awkward, disorientating *Castlevania 64*. The camera moves in such a way you can always see nearby enemies, and admirably refuses to make any sudden bewildering changes in direction. It can sometimes be difficult to judge the distance and direction of jumps, but the developers have, perhaps wisely, steered the game away from its platforming roots. At least as far as we managed to get, there are mercifully no fatal drops anywhere.

In the pace department, *Castlevania* on PS2 is a definite improvement on the sluggish N64 version, but it still fails to capture the slick, flowing feel of its sideways-scrolling ancestors. Rather than taking place across an open, continuous environment, the locations in this version are divided into separate rooms and corridors, with a group of enemies and/or some sort of puzzle in each. This gives the game a stop-start feel and makes it far more reminiscent of *Devil May Cry* than of any other *Castlevania* game.

Whether or not this ultimately works in *Castlevania*'s favour depends on how successfully it can bridge, or even swing across, the gap between retro appeal and flashy next-gen looks. It needs to win favour from both sides of the divide if it's to avoid the fatal drop in between. Find out if it makes it in our full review, coming soon.

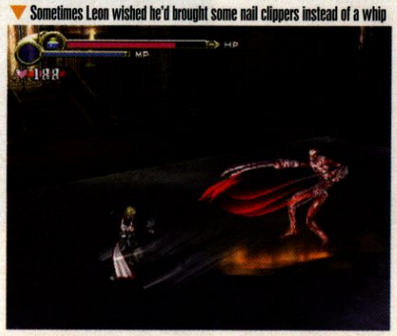
■ GAVIN MACKENZIE

▲ No dungeon would be complete without some spikes bursting out of the floor



▲ Red skeletons never stay dead. You might as well just run for it...

▼ Sometimes Leon wished he'd brought some nail clippers instead of a whip



▼ It's a pretty tough game, but fortunately there are plenty of these rather eye-catching save points dotted around

PSi2 FIRST PLAY VERDICT

One for fans of *Devil May Cry* rather than for the retro gaming massive, who may well bemoan its 3D ways.

FACTS

LIFTING THE LID ON A COFFIN-LOAD OF CASTLEVANIA INFO.

■ ORIGINS REVEALED
The game is set to reveal how the whole *Castlevania* legacy began, placing the player in the role Leon, the first of the Belmont vampire hunter clan.

■ KOJI IGARISHI
The man responsible for the PSone classic, *Castlevania: Symphony of the Night* makes a welcome return to the series, producing his first 3D *Castlevania* title.

■ ELEPHANTINE CASTLE
Dracula's castle is divided into five huge sections – Cathedral, Theatre, Garden, Alchemist Laboratory and Dungeon – each containing loads of rooms. More than 500 in all.

■ OVER 35 DIFFERENT ENEMIES
You face wave after wave of enemies in *Castlevania*, and each different type requires a particular technique or strategy to defeat.

■ SPECIAL EFFECTS
There are ten different magic attacks available, each of which produces dramatic lighting effects and, of course, a ton of damage.

■ MR WHIPPY
No *Castlevania* game would be complete without the famous whip, and rest assured there'll be plenty of whip-cracking action this time around.

PUBLISHER: Take 2
DEVELOPER: Illusion Softworks
ON SALE: January
NO OF PLAYERS: One

http://mafia.godgames.com

UP AGAINST IT?

True Crime: Streets of LA might still be cornering a large chunk of the crim sim market when this is released, so *Mafia* needs to be on top form to take it out.

SWEET!

Tommy crawls through a brothel while under fire. The décor here is spot-on. With stereo sound, you can hear the hoods shouting and coming upstairs to shoot yo' ass. Yikes!

PS2 PLAYED IT!

MAFIA

MEATBALLS, PASTA, TOMMY GUNS AND CONCRETE OVERCOATS; WELCOME TO CLASSIC 1930s GTA!

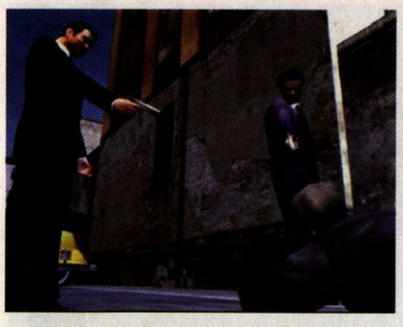
On Issue 34 we asked the question. Will Mafia outgun *GTA* and outrun *The Getaway*? Now here in Issue 38, we're getting closer to answering that with preview code landing in the office. So we nervously put the disc in the PS2 and waited to see whether we'd put a winner or a wiener on our cover. The afternoon was filled with oohs, ahhs and hang-ons, but overall the signs are good.

Where *GTA: Vice City* perfectly captured the essence and culture of the Eighties, *Mafia* takes mobster-mashing back to its roots, the prohibition days of the 1930s in a fictional city called Lost Heaven. Al Capone rules, and the liquor flows through the city's gangland-owned boozers. You take on the role of mild-mannered Tommy Angelo, whose life in the *Mafia* is told in flashback as he comes clean about his dirty past. This begins when our hero was a taxi driver who ends up driving a couple of mobsters (soon to be friends and co-workers), Paulie and Sam. After a brief and tension-filled cut scene, it's soon apparent you're gonna be doing a lot more work for the mob.

PORT TO PS2

Any port of a PC title is bound to be a worry, but all the key elements are there, with an emphasised driving section. Initially the driving is hard to get used to (especially if you've been blasting the highway with a sports car in *GTA*). However, once you master one of the 60 vehicles, you're happily chuffing along to your next mission. The slowness is a little frustrating at times, and it does restrict your ability to venture about the city, but breaking the speed limit at 40 is a chuckle. Plus, although the city seems massive, it's surprisingly easy to traverse in a short time. As for the handling, you need to take your time mastering those sharp turns, especially the handbrake turns, which can put you in a spin.

The car takes a wallop too, with damage affecting speed and mobility. Some cars are tougher, but go slower. The faster they go, the easier they get smashed up. Plus, like *GTA*, you can target tyres for disabling enemy vehicles using any weapon you have to hand.



ARM YOURSELF

Once on foot, you need to know how to handle yourself. Tommy's combat system is still being tweaked, especially the hand-to-hand stuff. But as it stands, he moves pretty well and we favoured a crouching position for shoot-outs. Your enemies use the environment for cover, and so should you. Why? Because these bullets really do damage. A couple of hits of a shotgun and you're pushing up the daisies. Shoot-outs here are more realistic than *GTA*. You feel under threat because these guys don't play fair. Gangs cover each other to move into better positions, demonstrating strong AI elements in the preview code. On the negative, though, some enemies run straight at you, which deflates the realism a little.

The weapons are marvellous, and in keeping with the times. Fisticuffs are pretty useless (though this is being modified), a baseball bat is handy for whacking wise guys, or use a knife for close combat. Gun-wise you find a friend in your Colt sidearm, though you need to pummel the enemies to put them down (unless you get a headshot). Shotguns and Tommy guns rule, making gunfights extremely fun. If you're hit by these, it's pretty-much lights out, but reload time on the shotgun means you can whip in there with a few blasts. Tommy is more than able to dodge a bullet; a simple roll makes hitting him a little harder. It's also handy to surprise enemies around a corner.

IT'S WHAT'S ON THE INSIDE THAT COUNTS

Exteriors in *Mafia* clearly need work, as scenery pop-up is at this stage is clearly an issue that needs to be worked on. However, the interiors of *Mafia* do look pretty-much spot-on. Atmosphere oozes out of every level where you're asked to go inside somewhere. As an example, one level called (sorry mum) 'The Whore' puts you in charge of going into an upmarket brothel to kill the manager and a prostitute. It's grizzly, but the Thirties décor is superbly presented and encapsulates the class and feel of the period perfectly. Later on, you're asked to go into dark car parks and old prisons, where gunfights ensue. Both of these have the heart pumping as you squint to locate and blast your enemies.

PS2 SCREEN BREAKDOWN!

HEALTH
You start with 100, and if it hits zero, you're brown bread, pal.

AMMO
If you're armed, your ammo crops up here; watch it.

CROSSHAIR
With no lock-on feature (this may change), you need to aim this carefully and fire like an Enron HR manager.

"GUNFIGHTS ARE EXTREMELY FUN"

Overall, *Mafia* represents a great effort so far to bring this hit PC title to PS2. The cut scenes build the story well, but gameplay-wise there's clearly a great deal of work that needs doing, especially the exterior stuff, and perhaps the driving. We look forward to the review code. ■ BEN KEEN

▲ Gun battles are brutal, and the victims display realistic wounds

▲ The interior lighting and detail is excellent in places

▲ Mafia's exteriors have potential, but need a lot of work

PS2 FIRST PLAY VERDICT

If they sort out the exterior problems and various glitches, this will be an excellent game, matching anything else out there.

FACTS

SO WHAT CAN PLAYERS EXPECT FROM TAKE 2'S MOB-FEST-OF-FUN...

■ MISSIONS
Twenty action-packed missions with sub-quests – luxury and riches are yours for the taking, if you do as Don Salieri has requested. From mob hits, car chases, shootouts and more, complete the unsavory tasks the Family needs done and you will be handsomely rewarded for your efforts.

■ MILES OF SMILES
Explore over 12 square miles of the 1930s American city, with simulated traffic, landmarks and surrounding landscapes.

■ 1930s STYLE
Convincing environments pull you into the 1930s with their attention to detail and style. From seedy bars and hotel rooms to train stations and airports – every location, such as the Lost Heaven International Airport and Chinatown, is rendered in fantastic detail by the 3D 'LS3D' engine.

■ WEAPONS
Use weapons like the Tommy Gun, Colt 1911, S&W model 27 MAGNUM, or pump-action shotgun. Nice!

■ VEHICLES
Drive over 60 different vehicles (including the Model T, roadsters and delivery trucks) with the most realistic car physics ever made in a game.

■ CHOOSE LIFE
You choose a life with the Salieri family, and the cops and feds are the least of your problems. Expect a hail of bullets from a Tommy gun or a shotgun in the face over linguine.

■ MULTIPLAY
Multi-player modes are being discussed and may appear. Multiplayer modes including Deathmatch and Capture the Flag.

■ JOIN THE MOB
You've got no choice, unless you think choosing death is a smart move! *Mafia* grabs you by the lapels and plunges you into the middle of a vicious and deadly turf war. The cops, the feds, the Morello family – each of them are out to get you, and none of them care how they take you down.

PUBLISHER: Sega
DEVELOPER: Sega
ON SALE: December
NO OF PLAYERS: 1-2
www.sonicheroes.com

SWEET!

You're rewarded with an emblem at the end of each completed mission. Collect these to unlock the extra Challenge Modes in the multiplayer game.

▲ Go airborne with Tails to break the pace

PS12 PLAYED IT!

SONIC HEROES

FASTEN YOUR SEAT BELTS, KIDS, BECAUSE SEGA'S PRICKLY, ULTRA-FAST ICON IS BACK!

"BRIGHT COLOURS LICK AROUND YOU"

Make no mistake; this is gaming at hyper-speed. I haven't felt this motion-sick since I threw up all over my uncle on a day trip to Chester Zoo many years ago. The blue blur really has returned in full force.

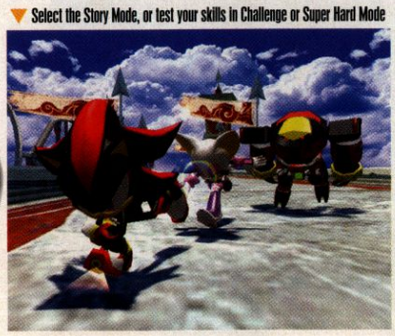
As with Sonic of old, *Heroes* is ferocious on the eyeballs. It can make you feel like a ball catapulting around the belly of a pinball table. The bright colours lick around you as you hurtle through rollercoaster twists, zig-zag paths, corkscrew turns, spring-boarding levels, jumping cartoon chasms and being shot from cannons into bouncy other-worlds.

SWEET HARMONY

But the major quirk here is you simultaneously play as three characters from one of four different teams, switching to use their different skills (speed, power and flight) according to your needs. The four teams are Sonic (Sonic, Knuckles and Tails), Dark (Shadow, Omega and Rouge the Bat), Rose (Amy Rose, Big the Cat and Cream) and Chaotix (Espio, Vector and Charmy Bee), making a total of 12 playable characters in all.

Controlling a trio makes Heroes feel even more frantic, particularly when vehicles are involved in later levels. Graphically, Sonic has never been glossier, and the camera amazingly follows at heel. But right now, try issuing too many commands at once and the frame-rate simply won't have it, jerking uncomfortably and interrupting play. Not something you appreciate at this voracious speed.

▼ Select the Story Mode, or test your skills in Challenge or Super Hard Mode



▲ There are eight bosses and various bot enemies to fend off

Overall, we're confident Sonic fans will be very happy, and this game will attract a truckload of new recruits. But more time is needed to correct some scrappy issues here. Yes, it's even worth the release date slipping. The developers acknowledge it's a glitchy, crash-prone build and so only hints at the full potential of (hopefully) what will be a fluid, truly fun experience with some nice multiplayer opportunities.

■ LISA ASH

PS12 FIRST PLAY VERDICT

A furious firework of a game, but it needs a final tuning.

for PlayStation®2

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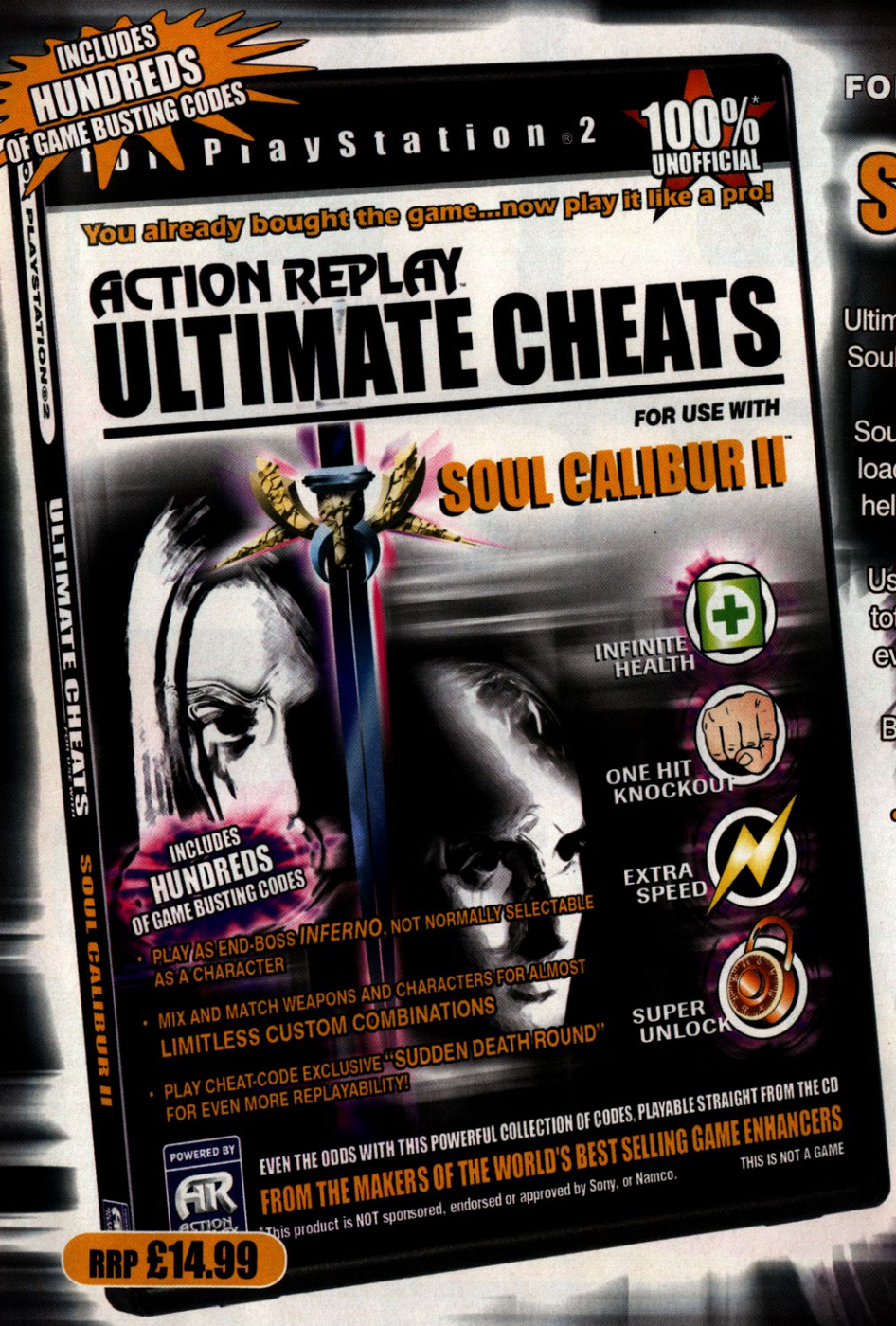

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Grand Theft Auto 4 ■ Gran Turismo 4 ■ Final Fantasy X-2 ■ Killzone ■ Metal Gear Solid 3 ■ Driver 3 ■ Resident Evil Outbreak ■ PS3

200 AND THREE... THINGS YOU really NEED TO KNOW

Is it really Solid Snake in the trailer? Will there be motorbikes in *Gran Turismo 4*? Will Yuna get out of those hotpants? **The answers to those questions and loads more amazing information about the eight biggest talking points in the world of PlayStation2 are right here on these pages.** Some of it is fact, some of it is rumour, but you really, really need to know it if you want to call yourself an expert on PlayStation2!

Final Fantasy X-2

1 **There are two versions of *FFX-2*; the original, and *FFX-2 International*, which includes a last mission with a new environment, job class and a bonus disc with all the FMVs in the game and three unreleased scenes. No PAL release for *FFX-2 International* has been announced.**

2 Square shipped 1.8 million units of *Final Fantasy X-2* for its release in Japan.

3 **There are *Final Fantasy X-2 Vocal Collection* CDs in Japan. The three versions are Yuna, Rikku and Paine. Each version has two new songs specific for each character, as well as a bonus DVD video.**

4 It's the first time that Square has revisited a *Final Fantasy* series. The fighting game *Ehrgeiz: God Bless the Ring* was the first game to bring together characters from the Square games.

5 **Feminists rejoice! This is the first in the series to have women as the main characters – all three of them.**

6 If you include spin-offs like *Chocobo Racing* and *Ehrgeiz: God Bless The Ring*, *Final Fantasy X-2* marks the 25th release in *Final Fantasy* series.

7 **This is the second *Final Fantasy* game made under the new company name, Square Enix. The first was *Final Fantasy Tactics Advance* for the Game Boy Advance.**

13 Hori released a *Final Fantasy X-2* Yuna's Tiny Bee (named after Yuna's guns) gun controller. The two guns can assume all the functions of the Dual Shock 2 controller. Think of the left gun as the left half of the controller and the right gun as the right half. When playing the game, you hold a gun in each hand.

14 **John Di Maggio lends his voice to Wakka, Kimahri in the PAL version of the game, but he's more famous for providing the voice of Bender for Matt Goering's *Futurama*.**

15 Things have also changed in the music department. Noriko Matsueda and Takahito Eguchi compose the score. This marks the first *Final Fantasy* soundtrack without Nobuo Uematsu at the helm.

16 **There are three different endings. Which one you get depends on your completion level and whether you triggered certain events during the game.**

17 Over 44 million *Final Fantasy* games have been sold worldwide. Which is enough for every person in Australia to have two each, or everyone in Spain having a game.

18 **There's more action focus in this game; characters now have the ability to jump.**

8 *FFX-2* sold 1.5 million in the first week on sale, 200,000 fewer than *FFX* did in its first week.

9 Between *FFVII* and *FFX-2*, the oldest leading hero is Cloud at the ripe old age of 21. The youngest has been Zidane Tribal, who was 16 during his adventures.

10 **In the game, Yuna is searching for her lost-love Tidus, who *spoiler* spdoiileerd *spoiler* at the end of *FFX*.**

11 Battle director Toshiro Tsuchida, who implemented a turn-based combat in *FFX*, is not returning and has been replaced by Takatsugu Nakazawa who has re-implemented the Active Time Battle system from previous games.

12 **Some of the songs are sung by Jade from the band Sweetbox. The man behind Sweetbox also worked with Ace of Bass, Culture Beat and Falco.**

19 The third member of the trio of girls is Paine, who is new to the *Final Fantasy* series.

20 **During battles, characters change clothes to gain new abilities. So getting Yuna out of those hotpants is practically a requirement – which is why we love the Japanese.**

21 Tara Strong, who voices Rikku in the PAL version, also provided the voice for Bubbles in *The Powerpuff Girls* as well as Bowser Jr in *Super Mario Sunshine* and several parts in the *Animatrix* series.

22 **There are over 17 different dresses in the game for the ladies to wear, including a Black Mage dress.**

FACT!

Dwight 'Howling Mad Murdoch' Schultz, also makes a vocal appearance in the US and European version of *FFX-2*, as Maechen.

24 Yuna is 19, Rikku is 17, Paine is 18. In *Final Fantasy X*, Yuna was 17 and Rikku was 15. We guess the Japanese like their adventurers fresh from school.

25 **The *Final Fantasy X-2* producer Yoshinori Kitase mentioned it's unlikely there would be another sequel to *Final Fantasy X* after *Final Fantasy X-2*. But he didn't say it would never happen.**

The PS3

26 An absurd rumour circulated by numbskulls claims Sony will release the PS3 a whopping two years earlier than expected, ie. this year. Utter nonsense. The most likely date for a European launch is currently early 2006, but a winter 2005 launch shouldn't be ruled out just yet.

27 ***Half-Life 2* and *Doom* are just two of the stand-out titles that are possible suggestions for the console's first flush of games. Let's hope there's a lot more than just three-year-old PC games.**

28 It's claimed the Cell chip used within the PS3 has 1,000 times more power than the chip that powers the PS2.

29 **The companies working on the XDR-DRAM chips for PS3 are Elpida, Rambus and Toshiba.**

30 By the end of 2005, Sony could potentially build five million PS3 units, enough for a sizeable launch in all three territories.

31 **A more-than-dubious report has claimed there will be two PS3s released. One will be a higher-priced holographic model that projects gameplay into a 3D demi-screen.**

32 SCE boss Ken Kutaragi revealed in Japanese newspaper Asahi Shimbum that the PS3 will be backwards compatible with the PS2 and PSone.

33 **Hardcore gamers are already running a campaign to make sure the PS3 has four controller ports, like the GameCube and Xbox.**

34 This is merely wishful thinking right now, but if the Xbox can manage four controller ports, we're sure the PS3 can (to save our dosh on Multi Taps, please).

35 **At the time of print we heard Sony is gearing up to demonstrate the proposed PS3 processing technology at the upcoming Microprocessor Forum in San Jose.**

36 PS3 games have polygon counts of 50,000 to 125,000 per character, and six to ten million per scene, according to analysis of the cell chip design and insider reports from Sony.

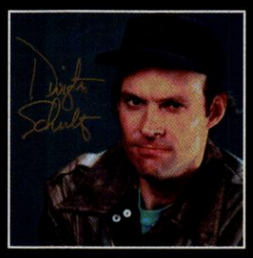
37 **The hardware concepts for the PS3 design keep on coming. Some highlights include 'the Dendy Pirate' (actually posted for auction on eBay), the dual tray, a black and blue breeze block, the sandwich maker, the portable fan heater and our favourite, the 'Chrome Tower'.**

38 Go to http://home.btconnect.com/hgi/ps3 and apparently you can win yourself a PS3! Yeah, right.

39 **Earlier this year, the first glimmer of a PS3 logo appeared 'at an Elpida conference'. Except it was really curvy and Seventies-style, and a scan of a possible logo mocked up by a magazine. And about as genuine as Jordan's funbags.**

40 Sony's cell microprocessor technology will be demonstrated during a shareholder's meeting in Toyko in March 2004, with an unveiling of the console proper likely later next year.

41 The *PS3* 'super chip' offers a bandwidth of 3.2 GHz (eight times that of any up-to-spec PC).



42 **The games industry was briefly hoaxed by the news that a select group viewed a technical demo of the PS3 behind closed doors at this 2003's E3 games exhibition in LA... ...It didn't happen!**

43 The PS3's 'cell' technology and micro-processing ability transfers data six times faster than the PlayStation2.

44 **The PS3 could use memory sticks, meaning it's able to share data with other devices such as the PSP, computers and digital cameras.**

45 San Francisco-based developer Page 44, whose clients include both Sony and Electronic Arts, is just one company already recruiting PS3 programmers.

FACT!
It's estimated Sony and its partners have to invest at least four billion dollars into an early PS3 release.

47 **IBM has posted a web page for the infamous PS3 'cell'. To overdose on tech speak, visit www-1.ibm.com/mediumbusiness/venture-development/emerging/sti.html**

48 PS3's technology brings an enhanced realism to our games, creating a dramatically increased game intensity and emotional depth. Then again, they said that about the PlayStation2, going so far as to call the core processor at the heart of PS2 the Emotion Engine.

49 **The PS3 will not only play DVDs, it should have a DVD writing capability too.**

50 **Sony's plans for the *PS3* also include online shopping functions, online banking and other interactive Internet services.**

Metal Gear Solid 3: Snake Eater

51 The first thing you need to know about *MGS3: Snake Eater* is the game's director, Hideo Kojima, is a master of misdirection. Every single piece of information so far released could very easily be some sort of red herring, so take none of the following pieces of information for granted.

52 **Kojima has promised there won't be as many long, tedious cut scenes this time.**

53 Kojima has also promised there won't be a change of character part way through the game, and it appears Solid Snake is the main character.

54 **Approximately two thirds of the game is to take place in an open, outdoor setting, and at least some of that is jungle.**

55 There's a map of southwest Russia on the official Snake Eater website, and a picture of a goat crops up during the trailer. This suggests some of the game is likely to take place in cold, mountainous wastes.

56 **It's largely because of the use of open environments that the game engine has been rebuilt from scratch, allowing far greater freedom of movement.**

57 The other reason the game engine has been redesigned is so that it can be used in *Metal Gear Online*. Downloadable features and sections of online play have also been rumoured for Snake Eater.

58 **Although the main emphasis of the game is still on stealth, survival also plays a large part. You become physically drained more easily and have to live off the land to survive, catching and eating animals including, of course, snakes. You even develop preferences for some foods as the game goes on.**

59 As well as the fact that you actually eat snakes, the title of the game is a reference to the nickname of the American Army Rangers ('snake eaters'). Plus, we reckon Solid Snake will probably get eaten at some point, if not physically then philosophically.

60 **It's believed the game takes place in the early 1960s, shortly prior to the Vietnam War, and you're equipped with weapons and equipment that correspond to that era.**

61 However, there's been a great deal of speculation as to whether this is a red herring. Some rumours suggest the game takes place across a number of decades, some believe that the 1960s is in fact a reference to co-ordinates of longitude and latitude, then there's the simulation theory (we'll come to that in a bit).

62 **The main reason that doubt has been cast over the 1960s setting is Solid Snake wasn't even been born at this time. However, Big Boss, the man from whom Snake was cloned, would have been alive, so many believe him to be the game's lead character.**

63 Several hints have been dropped suggesting Big Boss (who has only one eye) is indeed the game's main character. For example, the character in the game trailers has an eye patch at one point, and there's a reference in the trailer to 'honeyed espionage' (one-eyed espionage).

64 **BUT the Big Boss thing could be the biggest red herring of all. Rumour even has it that Kojima finds it very funny that so many believe Big Boss to be the lead character. So how can Solid Snake be alive in the early '60s? That brings us onto the simulation theory...**

65 According to the simulation theory, you play as Snake, who is taking part in a simulation of a mission originally undertaken by Big Boss during the '60s. It's believed that this might be the only way for Snake to obtain accurate information about the past of Big Boss or Metal Gear, or both.

66 **Regardless of exactly who and where you play, it's clear we're to learn a great deal about the history of many of the characters from the first two games. It's been heavily rumoured that Snake's birth might be an important event during the game, and that we might get to see Big Boss lose his eye.**

67 The development team has taken a number of training field trips to various locations in order to familiarise themselves with the game's environments. They obtained detailed information not just on how the human body reacts to harsh conditions, but also on how weapons and equipment are affected.

68 **Animals play a big part in the game, and not just as food. Some attack you, some can be used to harm human enemies and some can even be used in stealth sections. In the trailer, Snake (or whoever it is) wears a crocodile's head as a hat in order to swim up to an enemy undetected.**

69 Camouflage plays an important part in the game, and there's a camouflage meter that works in a similar way to the light meter in *Splinter Cell*. It's rumoured that there's a 'blood camo' kit that enables you to disguise yourself as a dead body.

70 **The Metal Gear is rumoured to be a missile-launching tank, capable of splitting into two. A silhouetted picture of something fitting this description pops up during one of the trailers.**

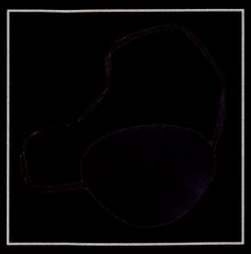
71 It's also been suggested you can pilot the Metal Gear at some point.

72 **In what might be an attempt to appeal to female gamers, Snake apparently goes topless at some point during the game. Presumably just so he can cover himself in camo paint.**

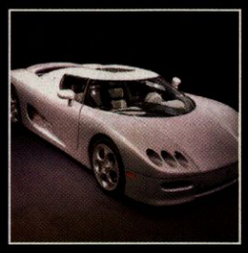
73 A number of melee weapons are made available. Plus, the close combat system will be vastly improved. You can beat your enemies with the butt of your guns and hold knives to their throats while interrogating them.

74 **During the trailer, Snake (or Big Boss) gets caught in a trap that hoists him into the air by his ankles. We understand you can set similar traps for animals and human enemies.**

FACT!
It's possible to break bones in *MGS3*, both your own and those of your enemies. We've heard that if you break one of your own bones, it heals very quickly.



DRIVER 3



KILLZONE

Driver 3

76 You'd be forgiven for forgetting Atari (formerly Infogrames) had *Driver 3* in the works. Now delayed till 2004, it's clear the Reflections team want to get this one spot-on. Will it be better than *GTA 4*? Who knows? But it's certainly looking very nice indeed.

77 **Originally slated for a 2003 release, Atari has delayed *Driver 3* until early 2004, citing the need for more work on the game.**

78 Reflections, original creator of the *Destruction Derby* series, is one of Atari's leading development teams. It's also responsible for the hit *Driver* series and *Stuntman*.

79 **Once again *Driver 3* stars the series' quiet-but-rough unsung hero Tanner, an undercover cop who this time takes on a clever car-jacking network.**

80 All cars in the game are stealable. The cars in the *Driver* series are fairly destructible too, and explode if damaged too much. Every time they hit something, the cars show highly detailed damage, with flying glass, plastic and metal.

81 **Tanner can drive more cars than ever before (and also trucks and boats).**

82 More of a driving game, *Driver 3* comprises approximately 70% driving and 30% walking and shooting.

83 ***Driver 3* is being built on an improved, optimised *Stuntman* engine.**

84 You're able to hop on motorbikes you find in the city. You can also do wheelies!

85 **Reflections has put in impressive powerslides (or drifts), so there's more of an emphasis on car handling than in say *GTA* or *True Crime*.**

86 **If you drove all of the streets once on one of the cities, the mileage would read 153.1 linear miles.**

FACT!
Driver 3 is going for photo-realistic visuals, not arcade-style recreations. These digital cities look like the real thing, just like *The Getaway!*

88 **Players can actually crumple the shape of the car, wrapping the vehicle around a streetlight or mailbox. They can lose wheels, scrape their chassis across the ground making a sparkling display and break nearly every part of the car to bits.**

89 It's set in Miami, Florida; Nice, France and Istanbul, Turkey.

90 **It's got 31,000 buildings, including a small bakery.**

91 There's nearly 30 square miles per city.

92 **Unlike the mission structure in previous *Driver* games, *Driver 3* follows a linear story, though each mission can be completed using a variety of methods.**

93 Using a garage of cars at your disposal, you can switch between powerful muscle cars and fast sports cars, or approach the missions on foot.

94 **Another new addition is the use of an arsenal of guns, from Berettas to Mac-10s.**

95 You can drive a classic, lovely white Lamborghini in *Driver 3* – oh la la.

96 ***Driver 3* takes Tanner back to his roots, like the first game. He has a house in Miami that acts as a base for all the missions, with some other functions too.**

97 *Driver 3* features photo-realistic buildings that appear in Miami, and all the roads are in there, so Ocean Drive, Collins, Washington and so on are all there, laid out as they appear in real life.

98 **The Film Director function allows you to cover the action with tracking cameras.**

99 Some commentators believe *Driver 3* will actually look like the screenshots shown.

100 **They also believe that Tanner won't walk along like he's got a watermelon up his arse.**

Killzone

101 Despite having approximately a year left in development, *Killzone* is already being touted as the best-looking and most technically advanced PS2 title yet.

102 **The reason developer Guerrilla has made such a technological leap is they spent two years getting to grips with the PS2 before work started on the game itself.**

103 It's been rumoured *Killzone* uses the Havok physics engine, as used in *Half-Life 2*. However, Guerrilla claims to have developed its own engines and tools, so this is likely to be a total fabrication.

104 **Players won't be able to control any of the vehicles in the game, but the enemy attacks using different modes of transport.**

105 **The graphics look so sweet thanks to a multi-layer texturing system, which fades in more detailed layers of texture the closer you get to an object. This allows the game to make very efficient use of the PS2's memory.**

106 The name of the game refers to an area in a battlefield in which a unit is likely to take extremely heavy casualties.

107 **Apparently, you start the game slap-bang in the middle of one such killzone.**

108 It's been rumoured that the term 'killzone' also refers to a feature in the game whereby gameplay slows down, making enemies easier to target and kill. However, Sony has officially declared that this is a myth.

109 **The single-player story is set in the future, as Earth has begun to colonise the galaxy. You're a member of the ISA's forces that are loyal to Earth.**

110 The bad guys in the game are known as the Helghast. They're a militaristic faction hoping to overwhelm the ISA's colonies.

111 **You're the leader of a four-man ISA squad sent behind Helghast lines to cause maximum disruption.**

112 You have a choice of four playable characters, each with their own specialisations, and each with their own slight variations on the story. The remaining three characters join your squad one by one as you progress through the game.

113 **We know the names of two squad members: Luger a heavy weapons specialist and Templar, a female sniper.**

114 The Helghast's sinister gas-mask look is directly inspired by images from that most horrific of wars, WWI.

115 **Despite its futuristic setting, it's reported that *Killzone* will not feature any lasers or particle weapons, relying instead on good, solid, scary, realistic bullets and grenades.**

116 The game's advanced AI lends the game's story a flexible, almost improvised feel, claims the developers. The main events of the story are predetermined, but exactly how they unfold depends on the approach taken by the player and the way in which the enemy AI reacts.

117 **Each of the 26 levels has two 'memorable moments'. That's dramatic set pieces to you and me.**

FACT!
Only three of the levels are playable as yet – Slums, Shopping Mall and Riverbed – and they all look sensational.

119 The game features 21 different weapons, each with a secondary fire feature, but you only carry three at a time. There's also at least five turret-type weapons to have a go on.

120 ***Killzone* looks so good there has been suggestions in some sceptical quarters that it may actually be a launch title for PS3.**

121 Guerrilla has confirmed it's working on an online mode for the game, but isn't giving many details away. It's thought that co-operative play and voice communication are both possibilities.

122 **Guerrilla (previously known as Lost Boys) doesn't have any track record to speak of on the PS2, but the lure of its Amsterdam HQ has enabled it to recruit dozens of talented and experienced individuals from all over the world, making it one of the most talked-about developers of the moment.**

123 It was rumoured Sony CEE had bought Guerrilla, but this is untrue. However, the two companies do have a very good working relationship.

124 Like many games these days, *Killzone* uses streaming data technology which allows data to be loaded as you play the game, so there are no waiting times.

125 **The game was previously know as *Kin*, which is an interesting name, but not quite as to-the-point as *Killzone*.**

126 ***Gran Turismo* 4 could be the last game that Polyphony Digital makes for the PS2. It feels the limits of the PS2 technology have been pushed, and the next game could appear on the PS3.**

Gran Turismo 4

127 *Omega Boost* is the only non-*Gran Turismo* game made by *Gran Turismo* developer Polyphony Digital. It was a third-person sci-fi shooter released in 1999, the same year as *Gran Turismo 2*.

128 ***Gran Turismo 4* will NOT feature car model damage. Because of the strict realism policy, a realistic crash would result in lots of metal pieces across the track and one dead driver.**

FACT!

On its appearance at E3 2003, *Gran Turismo 4* won the Best Racing Game award, but was beaten by *Half-Life 2* for the Best of Show prize.

130 The game will not feature motorbikes as such, however there are persistent rumours that the monstrous 400mph Dodge Tomahawk racing bike.

131 **This is the first major refinement the car physics have undergone since the original *Gran Turismo*.**

132 *Gran Turismo* has online play, so you can play against five others drivers.

133 **The developer has made a special disc for Toyota, so people who test drive the Prius in Japan can recreate the experience with the *Gran Turismo 4 Prius Trial Version*.**

134 iLink capability is still a feature of the game, despite Sony having removed the iLink port from the latest version of the PS2.

135 **Cars are made up of a reported 4,000 polygons, which is around 500 more than the estimate for *Gran Turismo 3*.**

136 *Gran Turismo 4* features classic cars from manufacturer's histories, like the Fairlady 240Z, as well as cars from the latest ranges.

137 **Two weeks were spent high up in the Italian Mountains for the Citi Di Aria (City in the Air) and 50,000 photos were taken of the narrow streets of the town.**

138 Developers used GPS (Global Positioning Satellite) technology, satellite photos and topography maps to re-create courses.

139 **Developers take 150-200 reference photos, record sound and record 300 different parameters while the cars are being test-driven.**

140 Despite the rumours, there are no motorbikes in *Gran Turismo 4*.

141 **Race times in *Gran Turismo 4*'s cars were only a few hundredths of a second out when their real-life counterparts raced in similar conditions.**

142 Over 500 cars feature in the game, which is fewer than the rumoured 2000 cars first rumoured.

143 **Around 50 race tracks feature in the game, including a Fuji mountain course and the Grand Canyon rally course.**

144 The artificial intelligence of drivers is said to be more considerate than in previous versions – they're more reluctant to knock into you. But it's planned that racers go all out to close gaps as the laps go by.

145 **The Replay Mode has the usual methods of viewing, but now external cameras pan alongside the cars, just like on the telly.**

146 Japanese gamers can get their hands on an early version of the game with *Gran Turismo 4 Prologue Version* due for release in December. It comes with three game modes: Free Run, Licence Tests and Time Attack Mode. The numbers of cars and models haven't be confirmed.

147 **Racing classics like *Winning Run* by Namco and *Microprose Grand Prix* inspired *Gran Turismo 4*'s producer Kazunori Yamauchi.**

148 *Gran Turismo 3* sold 468,391 copies on its first day on sale in Japan. Over 30 million *Gran Turismo* games have been bought.

149 **3D crowds react to events, so you won't have to put up with cardboard cut-outs by the side of the road any more.**

150 You won't be able to talk on your headsets to your mates while playing online, as *Gran Turismo 4* takes up so much of the PS2's processing power there isn't any room to let real-time communications in.

151 **Jill Valentine may not appear in *Outbreak*, but she's set to star alongside Alice (Milla Jovovich) in the next Resi movie, entitled *Resident Evil: Apocalypse*. She'll be played by Sienna Guillory.**

Resident Evil: Outbreak

152 **Size will matter when it comes to evasion. Japanese text on one of the screenshots we've seen says Mark's too er, 'wide' to get through a gap.**

153 Mark's salad-dodging means the security guard's locker-hiding days are long gone.

154 **It's a whisper that the development team will include vehicles, as well as the ability to swim. At the very least, we think you can roll under vehicles and/or roll them to barricade areas.**

155 Maybe you can drive these vehicles at the Raccoon Motel and the construction site?

156 **There's speculation surrounding the brief return of old friends. Billy, Steve, Ada, Sherry and Birkin have been mentioned. But the odds-on favourite is Albert Wesker.**

157 *Outbreak* is allegedly the last *Resi* in the series. But there has been chatter of a crossover between this and the *Dino Crisis* saga. Think about it. Jill's bonus costume in *RE3* is a Regina outfit, and we've heard chemical tanks in *Dino Crisis* have the Umbrella logo on them...

grand theft auto 4

FACT!

With *Resi* there will be linked chat rooms for proposed online play, so you can get in touch with the buddies you want to play with.

159 **In the game, you can access an Umbrella lab facility which was previously seen in *RE2* and *3*, but never accessible. In addition to lots of medicines, there's also lots of files to find, containing info about previous storylines.**

160 To coincide with the Japanese release of *Biohazard: Outbreak* on December 11th, HORI is releasing an 8Mb memory card decorated with the Umbrella logo and a PS2 sound effect stand featuring a flashing Umbrella logo, triggered when a player presses the remote control's volume buttons.

161 **Is Umbrella a real-life pharmaceutical company? Surely not? This fake site: (http://web60.athen.wivt.de/reHXII/umbrella_about.shtml) promoting an Austrian company flogging life-saving drugs, has been created by a die-hard *Resi* fan.**

162 **Complete *Outbreak* in an admirably fast time and you unlock different costumes for the civilians.**

163 *Outbreak* Producer Tsuyoshi Tanaka worked as a journalist on the Japanese games magazine Famitsu before joining Capcom.

164 **The only other Capcom game which Tanaka san has worked on is *Devil May Cry 2*.**

165 According to the Mother Virus report (*RE2*, EX files) Ozwell E Spencer discovered the Mother Virus, Dr J Marcus worked on this, then Dr Birkin ultimately provided Umbrella with the T-Virus.

166 **This is the first ever *Resident Evil* game appearing in full 3D.**

167 The *Resident Evil* franchise has so far sold over 20 million copies worldwide.

168 **If you fancy shaking hands with a zombie, why not visit the *Resident Evil/Biohazard* mansion attraction in Expo Land, Osaka, Japan.**

169 For the first time ever, you can become the undead. When your Virus Meter reaches 100%, you're given three minutes to chomp on your team-mates' flesh before you die.

170 **This is the only game that doesn't feature STARS members as playable characters.**

171 Capcom still won't confirm whether the PAL version has an online mode. Humph.

172 ***Outbreak* was originally rumoured to have been called *Umbrella Rising*. Which would have been really, really, naff.**

173 There are five chapters in the game. The first opens in a bar where your teamwork skills are put to the test.

174 **Yoko is the computer expert, and has the ability to hack into computers and terminals.**

175 The are five basic types of T-Virus mutations: zombies, infected animals which mutate into something unrecognisable, giant animals, Umbrella's genetically-engineered bio-weapons and botanical anomalies.

176 **Don't expect headset communication in this or any future *RE* games. The developers feel this would reduce the element of fear.**

177 Umbrella holds seven different deadly viruses: the Mother Virus, T-Virus, G-Virus, NE-T Virus, T-Veronica, an unnamed 'special virus' (which gave Wesker his superhuman abilities) and an 'ancient virus', that Alexia discovers in the genes of a queen ant.

GTA 4

178 **The next game in the *Grand Theft Auto* series may be called *Grand Theft Auto 4*. However, it's possible that the next game will be like *Vice City*, ie. a follow up to *GTA 3* set in a different time and place, but not called a full sequel.**

179 The game is, according to financial statements and other official info from Take 2 (Rockstar's parent company), due in November 2004.

180 **We do know it's PS2-exclusive.**

181 Its game engine is being revamped, so we can expect even more detail in the surroundings.

182 **There are two new development teams working at Rockstar North (formerly DMA design), one on *GTA 4* and the other on a yet-undisclosed project for the much-anticipated PS3, due in 2005 (possibly a *GTA 5*).**

183 **The original *Grand Theft Auto* on the PSone had three islands, Liberty City (*GTA 3*), Vice City (*GTA Vice City*) and San Andreas. So it makes sense that San Andreas be next.**

184 Armour-plated, gold-toothed rapper and Eminem buddy 50 Cent is working on the soundtrack, suggesting a hip-hop feel. During a recent interview on US MTV rap, the bean-spiller let it slip: "I'm getting my sneaker line together and they just called me for the next *GTA* game". Doh!

185 **If it's hip-hop, and new hip-hop, then it's gotta be modern-day. No more cheesy Eighties stuff or, er, London.**

186 Richard Kruger, Rockstar's webmaster, has bagged the website names: www.grandtheftautosanandreas.com and www.gtasanandreas.com. So a San Andreas title seems very likely.

187 **In *GTA: Vice City*, around the back of the Cherry Popper Ice Cream Factory there's a sign with 661 – which is the area code for California, dontcha know. Hence, it's likely it'll be San Andreas.**

188 Rumours did suggest a riot setting reminiscent of the LA riots of 1992. However, the 50 Cent involvement means it's likely that any riots would be set in the present-day.

189 **Big f**k-off jumps. If this is a mash between Frisco and LA, expect some steep-humped streets for maximum jump action.**

190 Expect an all-star cast of a similar calibre to that we enjoyed in *Vice City*.

191 **As this is likely to be the final *GTA* game on the PlayStation2, there's a good chance the game will feature online elements as practice for the PS3. If it is online, you'll probably be able to take part in multiplay or/and get weapons, new outfits and vehicles.**

192 We have reason to believe you can swim for a limited time, not drown like all the other games. Which will be nice.

193 **Naturally, the flying element of the game will be expanded once again.**

194 There are rumours that you will play out two character's storylines, one a woman and one a man, which should intertwine.

195 **The number of buildings that you'll be able to enter and interact with will be greatly increased.**

196 The likelihood of alternate endings, instead of the fixed linear structure is rising all the time.

197 **A rumour has it that there'll be sewer networks to hide from the filth when things get heated. But watch out for the alligator!**

FACT!

San Andreas itself is likely to be an amalgam of LA, with its long boulevards and freeways, and San Francisco, with its big hills and winding streets.

199 If it's an amalgam of San Francisco and L.A, online sources are hinting there might be a prison island, just like the real-life Alcatraz, and some missions will take place within.

200 **Expect to be able to shoot ahead (á là *True Crime*) and zoom in to target tyres.**

201 Radical weather change is on the cards. Expect rain, sun, snow and blizzards. Perhaps the odd tornado.

202 **Rumour has it you can go into a casino and dog track and waste your cash at will.**

203 The gambling will probably take place in Sin City, a Las Vegas-alike desert settlement. ■

WELL, THAT'S IT. BUT WE'LL KEEP DIGGING FOR MORE INFO. KEEP AN EYE ON PSI2.

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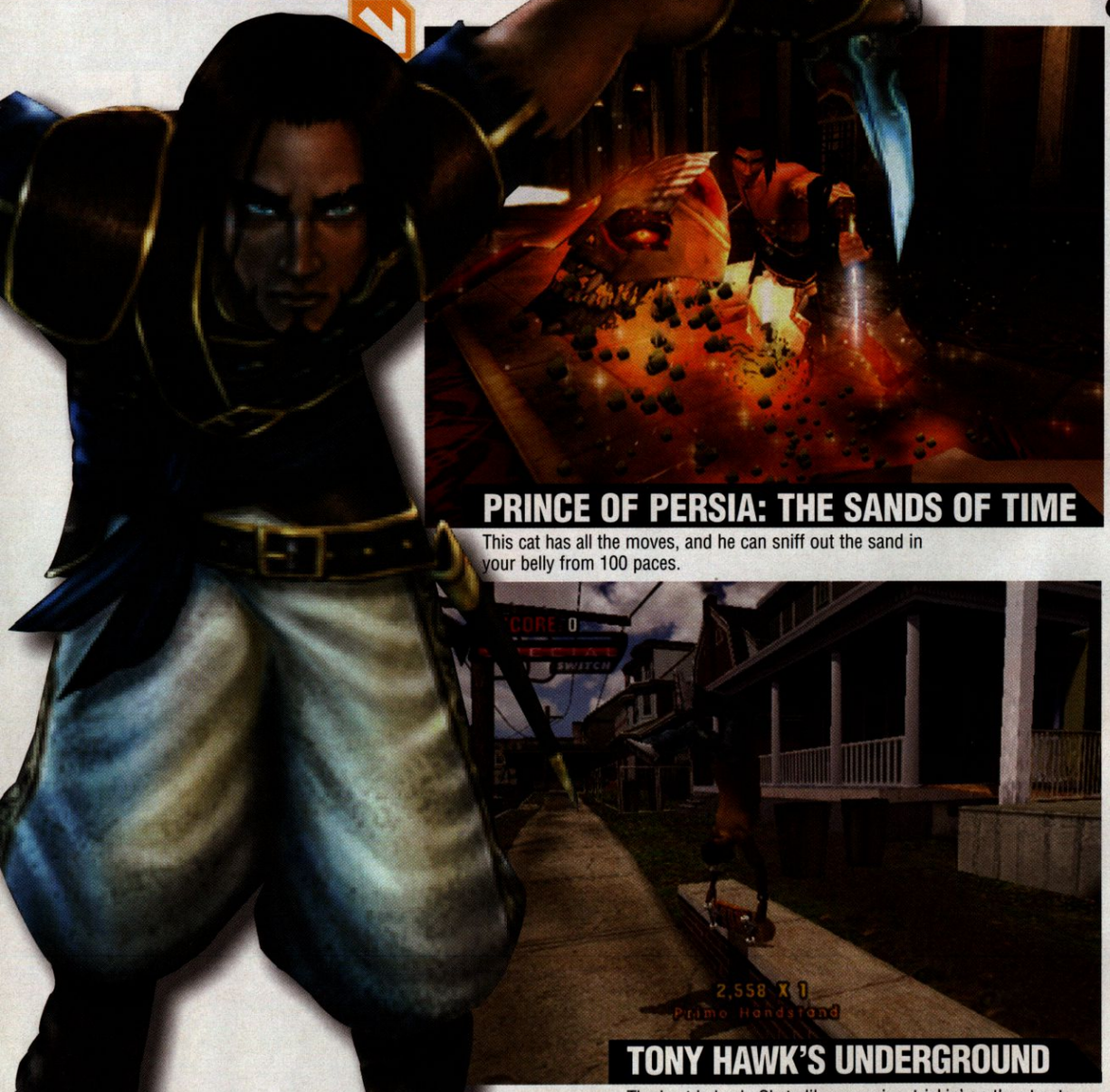
REVIEWS

I HOPE YOU LOT HAVE BEEN SAVING, AND YOUR FAMILY IS RICH, BECAUSE **THERE'S A PREPOSTEROUS AMOUNT OF REMARKABLY GOOD GAMES COMING OUT...**



PRINCE OF PERSIA: THE SANDS OF TIME

This cat has all the moves, and he can sniff out the sand in your belly from 100 paces.

TONY HAWK'S UNDERGROUND

The best is back. Skate like a maniac, trickin' on the streets.

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PSi2 REVIEW RATING

A work of genius. A gaming classic. A game so fine it could start a religion. There's nothing wrong with a game like this.	10	So-so. The kind of game that's OK for half an hour here or there, or an overnight rental.	5
Top-drawer entertainment. You won't go wrong if you buy this game. There's few that are better.	9	There's hope here, a hint of what could have been, but it's buried beneath a lot of rubbish.	4
A quality title. Worth your cash, but it won't change your life.	8	Mainly rubbish, but the odd chink of entertainment.	3
A competent chunk of gaming that whiles away the hours effectively without setting the world on fire.	7	Use as a lesson in how not to program a game.	2
Pretty good on the whole, but there are flaws and limitations. OK if you're a fan of the genre.	6	For use only as a sparkly mobile to distract babies or to decorate your 'futuristic' flat.	1

PUBLISHER: Ubi Soft
DEVELOPER: Ubi Soft Montreal
ON SALE: November 21st
NO OF PLAYERS: 1
PRICE: £39.99

http://www.prince-of-persia.com

PRINCE OF PERSIA THE SANDS OF TIME

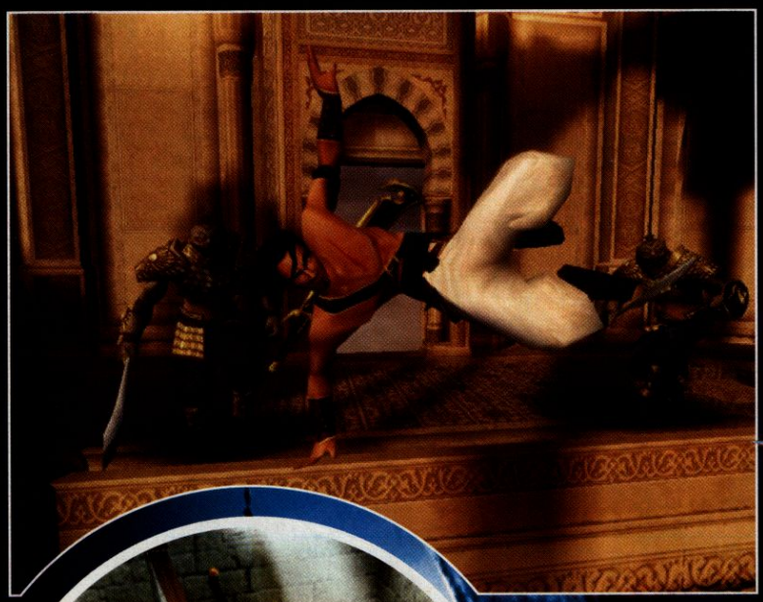
SAY ONE WORD ABOUT HIS SILKY BALLOON PANTALOONS AND HE'LL DISEMBOWEL YOU AS SOON AS LOOK AT YOU...

"I CHALLENGE YOU NOT TO GET THE BIGGEST KICK OUT OF THIS"

A sideways roll underneath your attacker keeps a good offensive position

Just when you thought there could be no more surprises, enter the Arabian hero. He backflips behind an outlandish foe, pressing a steely cold blade into its ready-to-burst frame and slices with deft precision. Out of his guts spills all-powerful sand. And this is where we get interested...

To be truthful, I was into in the Prince some 15 years ago when I used to play *Prince of Persia* to death on my computer. It was a classic. I'd spend hours after school on a never-ending adventure, just running, jumping and climbing (remember, that was a big deal back in the



Eighties). But I guess you'll be glad to hear he's developed a few extra moves since then.

ACROBATIC FANATIC

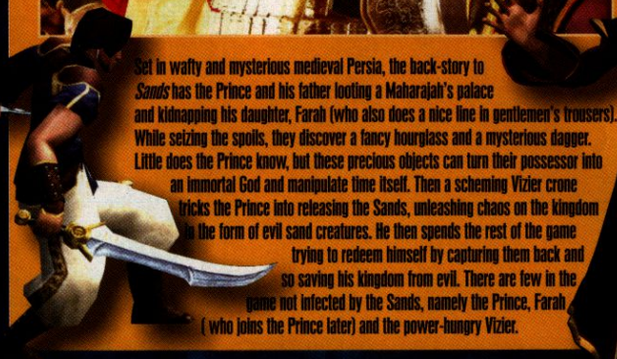
Despite there being much to remember at first, the Prince's extensive control system becomes second nature very quickly. Playing as some game characters can make you feel like you're plodding laboriously through levels, simply going through the motions. But right through the Prince's move-set, you can really sense the momentum of his motions, making him great fun to control, plunging you into the thick of the action.

Animations are as fluid as you like, and really work well alongside the kingly environments. Every action and reaction feels and looks just so, right down to the placing of the Prince's hands and feet (you especially notice this in the platform sections). And yes, I know, games are not real. But no matter how often you may have to instruct the Prince to wall-run, swing on a flagpole or teeter on a log, I challenge you not to get the biggest kick out of this.

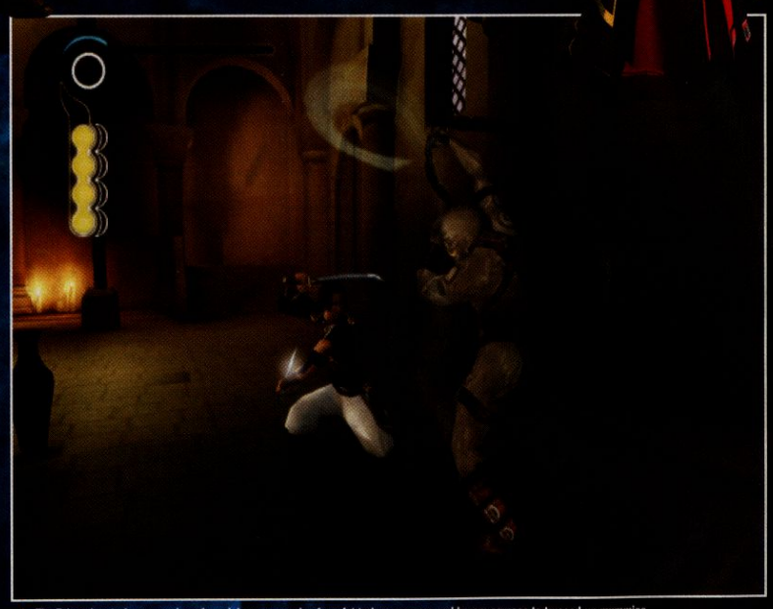
WOT, NO FLYING CARPET?

All the action occurs in the Maharajah's palace. This is no lazy option on the developer's part. Imaginations have been plundered to bring you immense, detailed levels filled with interactive elements which come into their own in the puzzle areas. A nod to the crude spike pits of the original game, the marble floors can be smothered with these and other traps. Also, the walls come alive with switches and grids to open up routes. Expect to regularly scale or descend spectacular rooms using ladders, ropes, beams, columns and poles. The Prince's athleticism and poise is plain to see.

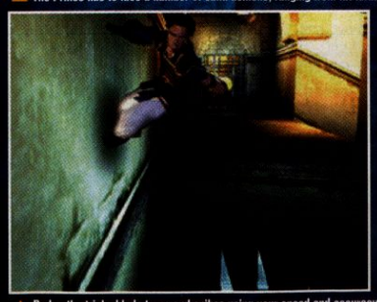
ARABIAN NIGHTS

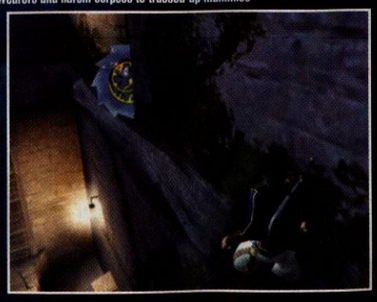


Set in wafty and mysterious medieval Persia, the back-story to *Sands* has the Prince and his father looting a Maharajah's palace and kidnapping his daughter, Farah (who also does a nice line in gentlemen's trousers). While seizing the spoils, they discover a fancy hourglass and a mysterious dagger. Little does the Prince know, but these precious objects can turn their possessor into an immortal God and manipulate time itself. Then a scheming Vizier crone tricks the Prince into releasing the Sands, unleashing chaos on the kingdom in the form of evil sand creatures. He then spends the rest of the game trying to redeem himself by capturing them back and so saving his kingdom from evil. There are few in the game not infected by the Sands, namely the Prince, Farah (who joins the Prince later) and the power-hungry Vizier.



▲ The Prince has to face a number of sand demons, ranging from fat turban-wearers and harem corpses to trussed-up mummies





▲ Dodge the tricky blade traps and spikes using your speed and accuracy

VANQUISHED

It's vital to collect all the escaped sand (you see it glowing inside the sand creatures' stomachs). To do this, press Triangle to 'retrieve' – a lethal finisher performed with the dagger that permanently destroys the sand creature and fills the Sand Tanks, granting you power to control time. Press Triangle again and if you have enough sand in the dagger, the enemy freezes. One more blow and they shatter to smithereens. With more experience, you're able to perform a counter-attack. Hold R1 to block, wait until the enemy strikes, then press Square to unleash a devastating attack.

▲ Multiple animations are blended together to create this potent attack

▲ Enemies have different states of health, depending on how badly hurt they are. Pick on them with a wicked Upper Attack when they're dazed and you send them flying through the air

▲ Also looking for the Sands and dagger, Farah offers you advice

ALLY OR ANTAGONIST?

Will it be a love interest? Or is the Prince going to get a little more than he bargained for when he hooks up with Farah? We're not telling. Play the game and find out. The addition of this extra character for some CPU-controlled co-op play works well. Story-wise, every male lead needs a female to get them further into trouble, and her archery skills add something extra to the combat.

▲ Combat is influenced by capoeira, a Brazilian fighting style mixing martial arts with stylised dance

HONG KONG PHEW-Y

From a game-mechanics perspective, the fight system is wholly satisfying, as well as visually stunning. Each attack, block or evasion is designed to be spectacular. There are loads of moves to help you create battle plans. If blocking alone won't do, he rolls, back-flips or jumps out of the brawl. And when fighting near a wall, direct the left analogue, press 'X' and Square to launch a rebound attack straight at the enemy. Or press 'X' twice to rebound and jump over an enemy's head. Apparently the development team drew three imaginary distance-based circles around the Prince – near, close and far – and created many animations to deliver fluid movement regardless of range. These subtle distinctions between near, close and far-reaching attack situations mean even if you're winging it in certain stages, the Prince still looks cool with his perfectly choreographed acrobatics (750 animations in all). And if you're interested in the

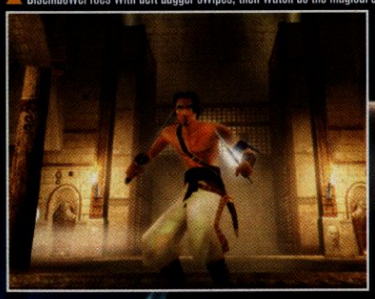
"THE FIGHT SYSTEM IS WHOLLY SATISFYING"

Again, what could be a controller nightmare in some games is thankfully exactly the opposite here. Just carefully plan your route, go with the Prince's flow, and enjoy.

Of course, if you do fall, call in the Sand Meter (top-left) to rewind time and get back to safety and then find a different approach. When activated at a certain level, these collected Sands give you this ability (the Power of Revival). But don't think this makes the game any easier. Use it foolishly and you may lose one of your other special abilities. It's there mainly to encourage the player to think strategically about when to use and reserve this magic power, and you realise this increasingly as you progress. It's also there because it looks very special, and no other game has anything quite like it.

▲ Disembowel foes with deft dagger swipes, then watch as the magical sands spill from their bellies

▲ Pop the golden sand from his belly



plotline, this really adds to the story, providing us with the ideal cool, assured protagonist.

The original *Prince of Persia* pioneered much of what can be great and good about console action adventures today. And it's so good to see the modern-day Prince, revived and limber, in the present day. Personally, I had a similar feeling playing *Sands* as when I played *Prince of Persia* the first time around. It's not necessarily a game for the hardcore, but it's definitely for the masses of gamers who want to pick up a pad and be taken away to a beautiful world where you're provided with some with truly exhilarating gameplay moments. ■ LISA ASH

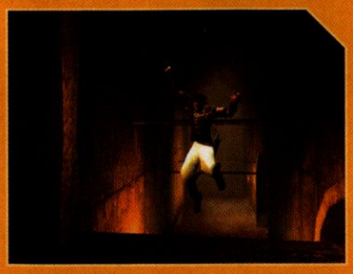
"GREAT FUN TO CONTROL"

▲ You can also collect magic sand from free-roaming Sand Clouds

PERFORMANCE-RELATED PLAY

The Sands of Time grants the Prince five special powers. Fight with sound tactics and you accumulate these excellent special touches as the game progresses.

The Power of Restraint:	**Used to freeze enemies, while you remain moving.**
The Power of Revival:	**Rewind time to face danger again.**
The Power of Delay:	**Slow-mo your foe to give you a chance to think in a heat of battle.**
The Power of Haste:	**Whizz around the room slashing enemies at the speed of light.**
The Power of Destiny:	**To see visions of the future.**



PSi2 VERDICT

FOR
- Special time-based skills & beautiful effects
- Stylised animations
- Combat system

AGAINST
- Another playable character would be good
- Potentially irritating 'trail and error' puzzle play

ALTERNATIVES
- LOTR: Return of the King (this issue, 8/10)
- Maximo Vs The Army of Zin import (Issue 37, 9/10)

LONGEVITY
- It depends on your skill, but we estimate 10-15 hours.

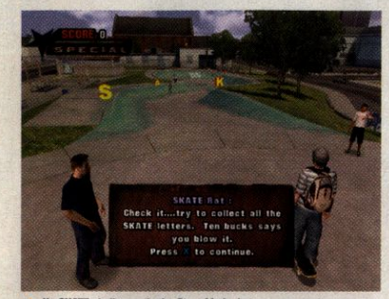
OVERALL
A stunning re-made adventure for the casual gamer.

9

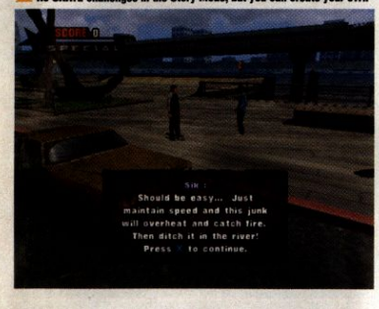
PUBLISHER: Activison
DEVELOPER: Neversoft
ON SALE: Out Now
NO OF PLAYERS: 1-2
PRICE: £39.99

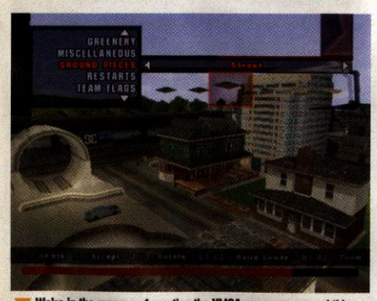
http://www.thugonline.com

"EXTREME GOALS"

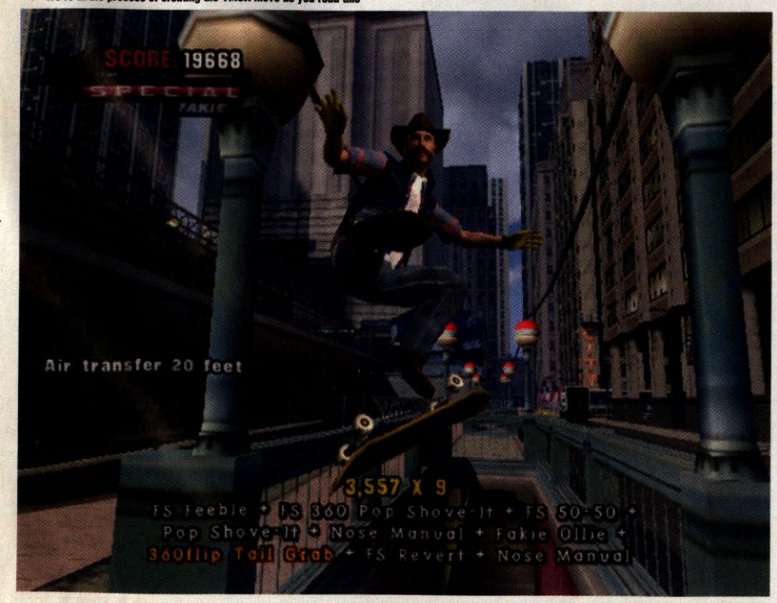


▲ No SKATE challenges in the Story Mode, but you can create your own





▼ We're in the process of creating the YMCA move as you read this



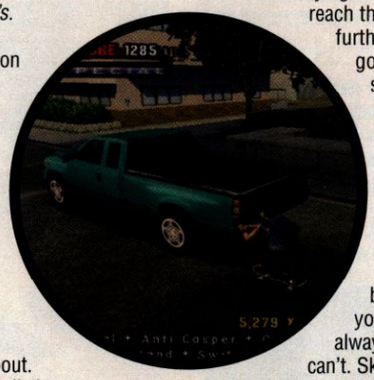
▲ Disappointingly, no loose change falls out of your pockets when you do this

TONY HAWK'S UNDERGROUND

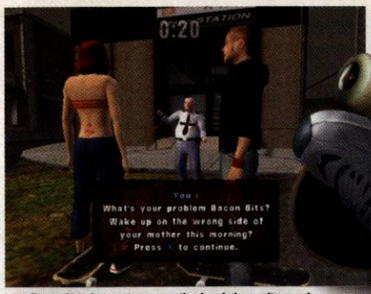
THE BIRDMAN IS BACK AGAIN ON THE PS2 FOR HIS ANNUAL OUTING, AND THIS TIME HE HAS A STORY TO TELL...

It's that time of year again. It's getting colder, the days are getting shorter and the videogames release schedule's getting busy in time for Christmas. During this period of release overload, one franchise always stands out and never disappoints – the inimitable *Tony Hawk's*.

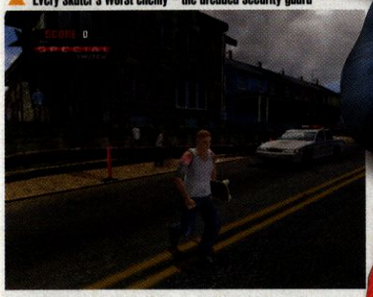
In fact, even if Activision hadn't released one every year since the first, it's a fair bet many of us would still be plugging away at the original *Tony Hawk's Pro Skater*, trying to top our best scores. The genius of the series lies in its ability to reflect exactly what skateboarding is all about. That's not to say it's realistic. We've all been disappointed in how tame the real skating footage in the ending movies seems compared to our own in-game feats. Rather, it manages to appeal to the player in almost exactly the same way as skating appeals to a skater.



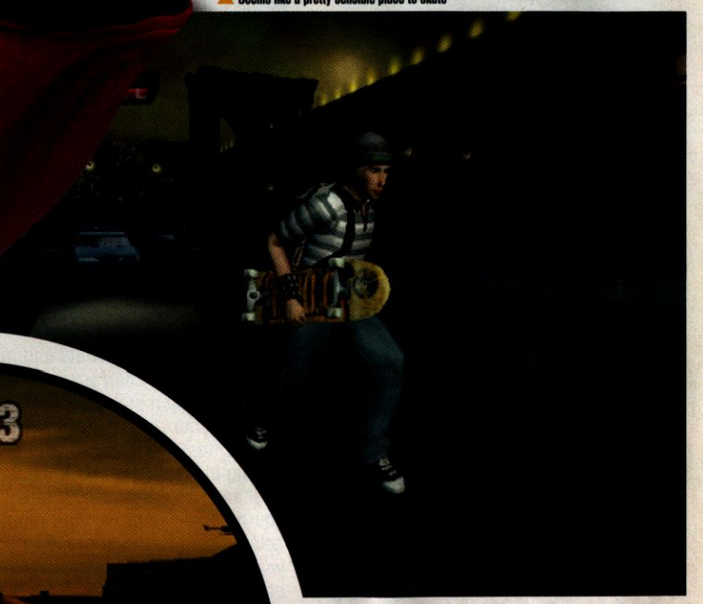
At first, you spend most of your time bumping into things and falling off – just like real skateboarding. Then you start learning tricks and how to string them together – just like real skateboarding. Then you begin setting yourself targets and trying and trying until you reach them, then set yourself further, even more extreme goals – just like real skateboarding. It's at this point you realise that, just like a real skater, you're never going to tire of doing this. Why? Because the fun is in managing to do what you couldn't do before, and whatever you can do, there's always something you can't. Skaters will always skate as long as there are new techniques to learn and new places to learn them, and it's this idea that the *Tony Hawk's* games parallel so brilliantly. The core of the game is almost identical each time, but each version presents near-infinite new ways to test, not only the limits of the player, but also the limits of the game itself.



▲ Every skater's worst enemy – the dreaded security guard



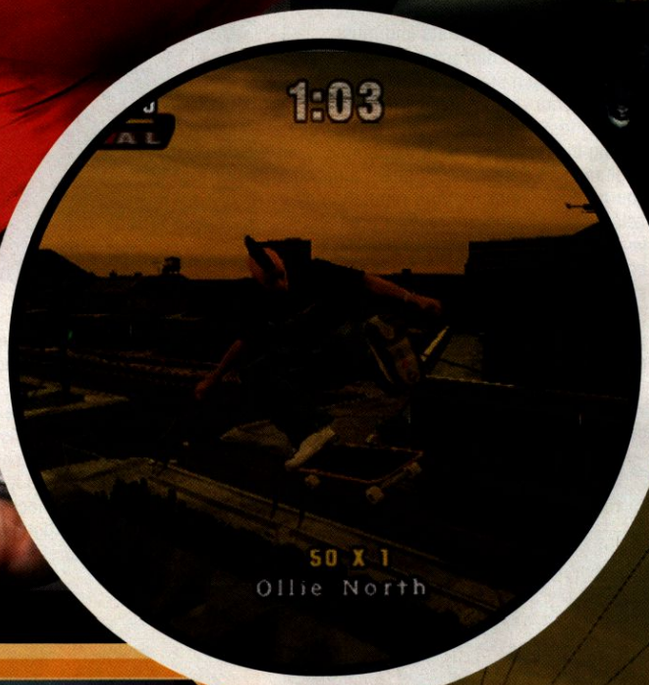
▲ Seems like a pretty sensible place to skate



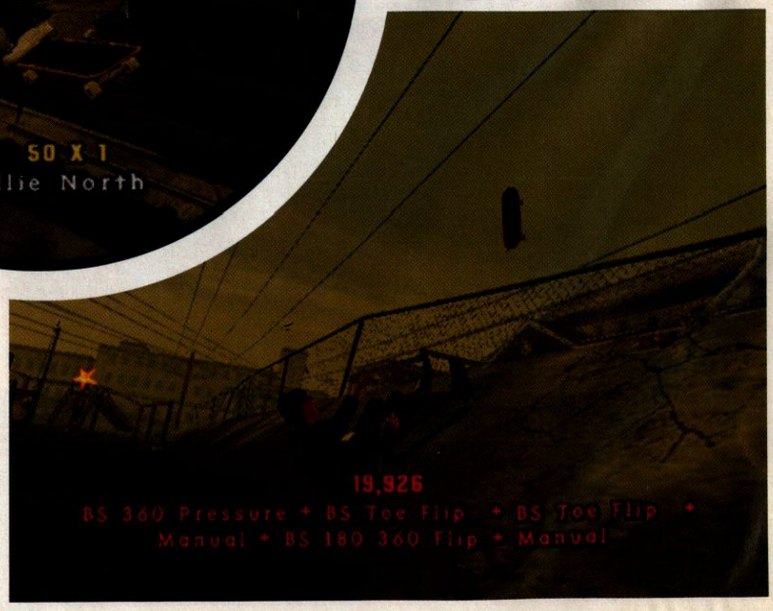
NO SKATEBOARDING?

Tony Hawk's Underground manages to expand further on the already-massive scope of the previous titles in a number of ways, some more successful than others. We'll get the unsuccessful ones out of the way first: there are running bits and driving bits. While being able to get off your board makes it easier to line yourself up for a combo or task, the on-foot tasks, like the driving tasks, feel like a feeble attempt to jump on the *Grand Theft Auto* bandwagon. On foot, the skaters are very hard to control and are always falling off rooftops and platforms when all you want them to do is turn around. The driving physics are simply abysmal – imagine what would happen if they'd only had a weekend to program *Midnight Club II*, and you'll have some idea of how bad. All very silly considering this is a strong enough title in its own right.

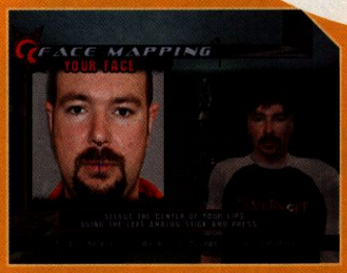
On the plus side, the Career Mode has now been replaced by a Story Mode, in which you can't play as one of the pro skaters but you can, if your PS2's online, play as yourself (see FACEPLANT boxout). You begin Story Mode with



"ALWAYS STANDS OUT AND NEVER DISAPPOINTS"



FACEPLANT



One much-talked-about novelty in *Tony Hawk's Underground* is the face-mapping feature. Using either email or a picture phone, you can send a picture of your face to the THUG Online website then download from there onto your PS2.

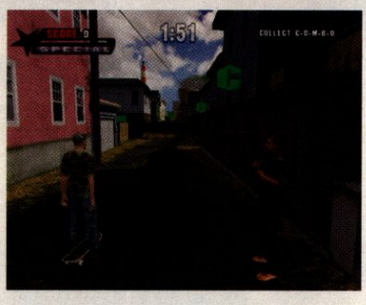
SKATE OR DRIVE!

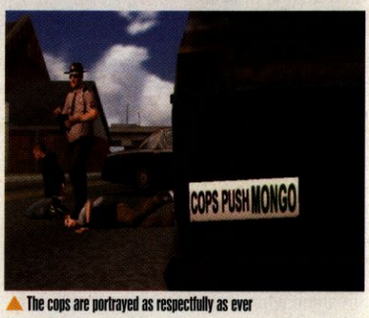
For the first time in a *Tony Hawk's* game you can make your skater jump off his board and run, which can be useful for positioning yourself and for negotiating certain obstacles. In some tasks in the story mode, you can even drive cars – it seems every game wants to be *Grand Theft Auto* nowadays.

▲ Jumps on and off your board can even be included in combos

"SET YOURSELF TARGETS AND TRY AND REACH THEM"

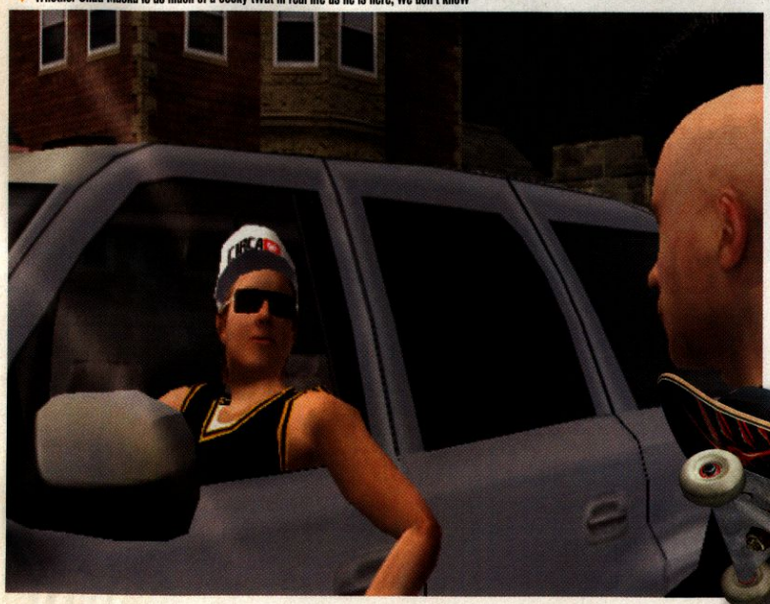
the bare minimum of stats and must improve them by performing feats relevant to each stat. For example, you improve your rail balance by performing long grinds, and improve your air stat by getting bigger air, etc. From a humble beginning as a New Jersey street punk, you gradually improve your reputation by helping people out, impressing pros and winning those all important medal competitions. Before long you're offered sponsorship, and the exact path your career takes depends on which sponsor you choose. Brilliantly, the nature of the goals you have to achieve corresponds to the skating style of the team you choose to join. For example, if you choose Zero, you're required to make huge, dangerous jumps, whereas if you choose Birdhouse, you must hone your vert skills. This gives the Story Mode masses of replay value, and once you've completed it as yourself, you'll probably want to knock out a new Create-a-Skater straight away and have another shot.





▲ The cops are portrayed as respectfully as ever

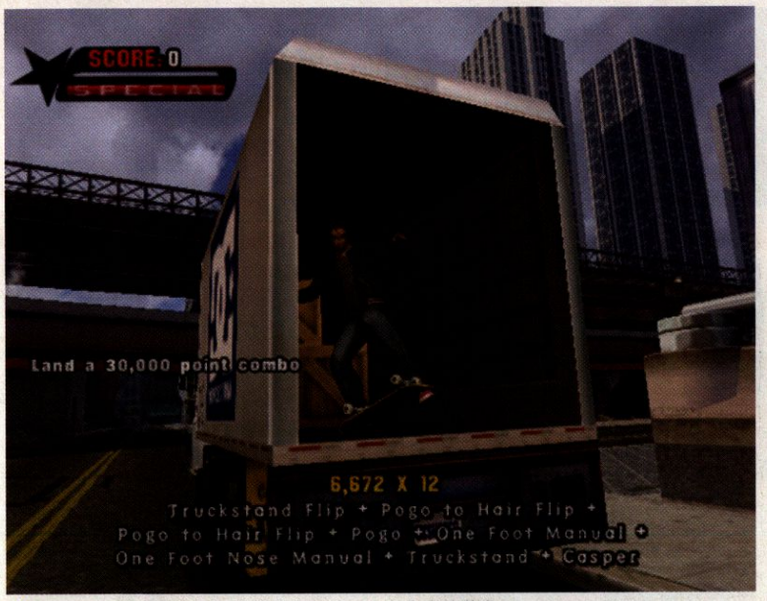
▼ Whether Chad Muska is as much of a cocky twat in real life as he is here, we don't know

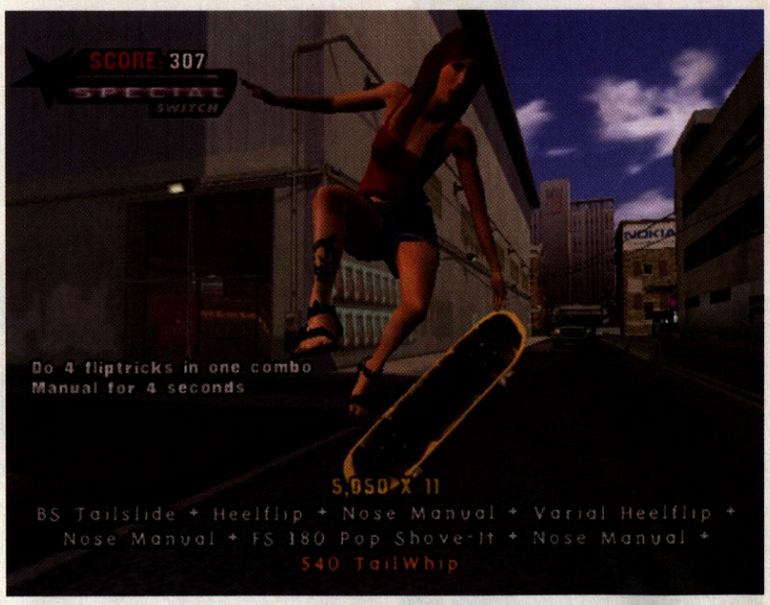


I FELL SIK

Unlike previous *Tony Hawk's* titles, the main game now has different difficulty settings to choose from. This is a welcome addition, as five years down the line, the difference in ability between an experienced player and a beginner is massive. The gulf in difficulty between 'Easy' and 'Sik' difficulty is suitably huge, and means that the game will keep hardcore fans happy without alienating newcomers. 'Sik' difficulty really should stretch all but the most gifted players, especially in the medal competitions, and adds longevity to an already infinitely playable game.

The story takes place across a range of beautiful new environments based on real-life skating spots, ranging from a rundown area of New Jersey to a





▲ Not only can you 'skitch' vehicles in *Tony Hawk's Underground*, you can actually skate inside them

Hawaiian beach resort. Each one is an expansive blank canvas on which to express the fine art of flips, grabs, grinds and manuals. The Story Mode tasks themselves can get a little repetitive and, as already discussed, many of the attempts to add variety fall flat on their faces, but the new possibilities offered by each new level are more than enough incentive to keep you motivated.

The limited Create-a-Park Mode remains one of the game's weakest features, although you can now create street environments complete with a range of different buildings, but this is more than made up for by the Create-a-Goal Mode. Creating your own S-K-A-T-E and C-O-M-B-O routes, and your own score, trick, and gap challenges, enables you to literally set your own targets which, as already discussed, is what this game is ultimately all about. You can even name the characters that give you the tasks and type in their dialogue, which opens up all kinds of possibilities for use and abuse. So many sequels and follow-ups fail to live up to their predecessors because developers seem to lose sight of what made the game good in the first place, but Neversoft seems to have an instinctive understanding of what makes its games great, and exactly how to build on, rather than detract from, their best ideas (we'll turn a blind eye to the *GTA*-isms). The Create-a-Goal feature is perhaps the best example of this in *THUG*. The hype might be centred on the face-mapping feature, but dedicated players will find that, long after they've played the Story Mode to death, they'll still be creating goal after goal to challenge themselves and impress their friends.

So all in all, one of the best franchises in modern gaming times just got better again. The all-encompassing awesomeness of this game is such that even some truly lame attempts to be like *Grand Theft Auto* can't taint it. Like real-life extreme sports, you only stop when you die. ■ GAVIN MACKENZIE

"IMPROVE YOUR REPUTATION"

TRICK-'N'-MIX

Underground **is the first game in the series to allow you to design your own tricks. It's simply a matter of blending existing moves together, but it works pretty well. In this example, what we like to call the 'Jackflip'. We've taken Bam Margera's 'Jackass' trick and started a backflip at the moment the board hits the skater's chin. This makes it look like the impact of the board is causing him to flip over backwards in mid air. Well, that's the idea anyway.**

PSi2 VERDICT

FOR
- The game engine still feels fresh
- Clever new stats reward system
- Involving Story Mode
- Environments are better than ever
- Most challenging version yet, by far

AGAINST
- The driving bits are crap, it doesn't matter

ALTERNATIVES
- Evolution Skateboarding (Issue 30, 5/10)
- SSX 3 (Issue 37, 9/10)

LONGEVITY
- If you're still playing *Tony Hawk's 4* now, you'll still be playing *THUG* when the next one comes out in a year's time.

OVERALL
Neversoft always delivers – you cannot, and will not, be disappointed.

10

PUBLISHER: SONY CEE
DEVELOPER: SONY Studio London
ON SALE: Out Now
NO OF PLAYERS: 1-4
PRICE: £29.99

http://www.eyetoy.com

EYETOY: GROOVE

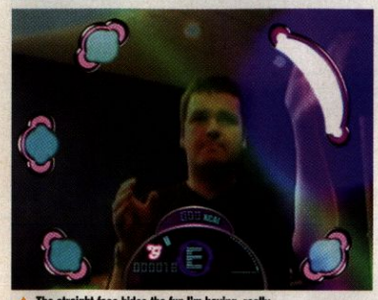
AS ONE CARPENTER SAID TO ANOTHER, 'LET'S GROOVE TONIGHT'...

Undoubtedly the gaming phenomenon of the summer of 2003, the *EyeToy* is probably one of the most entertaining, accessible and original gaming devices you'll ever come across.

"JIGGING ABOUT LIKE GRAHAM NORTON AT A FLOWER SHOW"

This new selection of games for the cute USB camera add-on focuses on the musical fun that can be had dancing in front of a camera. Like 'Beat Freak' in the original selection of games, you must make the right moves in time with the music. The moves required include the basic sport of hitting the 'rhythm zones' in time with the track as well as the more difficult swiping, waving and posing.

In some ways it's more of the same, but the game features 25 licensed tracks in a real variety of styles, from the cheesy birthday-party pop of the Cheeky Girls to the cooler and sleeker sounds of Groove Armada. Do well and you unlock the videos for all 25 songs, as well as other bonus features which can be used the in the Chill Room.



▲ The straight face hides the fun I'm having, really

▲ Wahey! I've hit two targets!

▲ "Don't wipe your pits on my shirt!"

RHYTHM

Naturally, it's great fun jigging about like Graham Norton at a flower show, but this is a more serious endeavour than Beat Freak, demanding more concentration and agility and as such it isn't quite as accessible as the original selection of games. The co-operative 'battle' games add a great deal however.

EyeToy: Groove isn't the party game that anyone can enjoy, aimed sqaurely as it is at the *Dancing Stage* crowd who like a good bop in front of the telly. As such it isn't quite as much fun as EyeToy: Play.

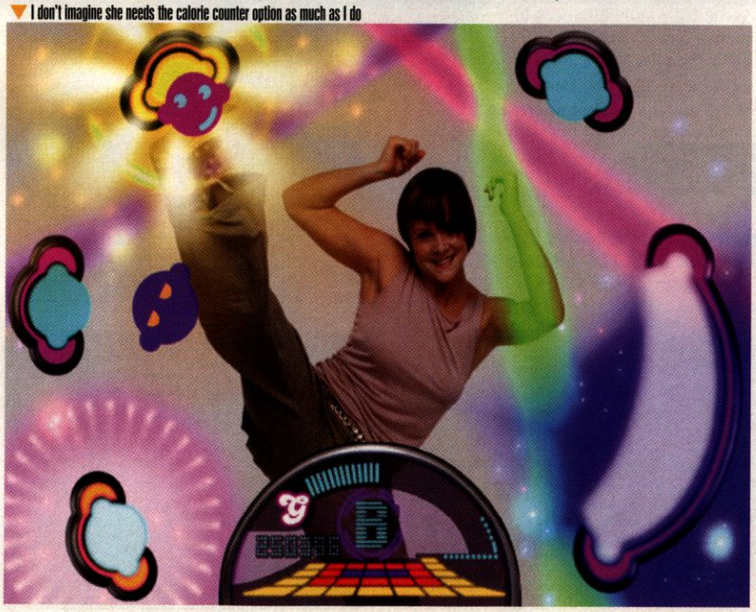
■ JOOLS BOARDMAN

GROOVE FLOTILLA

Groove offers 24 of the world's finest pop acts (and Daniel Bedingfield). Highlights include:

Madonna	Music
The Superman Lovers	Starlight
Earth Wind and Fire	Let's Groove
Las Ketchup	The Ketchup Song
Junior Senior	Move Your Feet
Village People	YMCA
Daniel Bedingfield	Gotta Get Through This
Groove Armada	Superstylin'
Cheeky Girls	Hooray, Hooray, it's a Cheeky Holiday
Puretones	Addicted to Bass

▼ I don't imagine she needs the calorie counter option as much as I do



PS2 VERDICT

FOR
- Dancing's always fun
- Great track selection
- Challenging and strenuous
- Strong multiplayer games
- OK for parties

AGAINST
- Knackering
- We always want more tracks

ALTERNATIVES
- EyeToy: Play (Issue 34, 9/10)
- Dancing Stage Fever (Issue 37, 6/10)

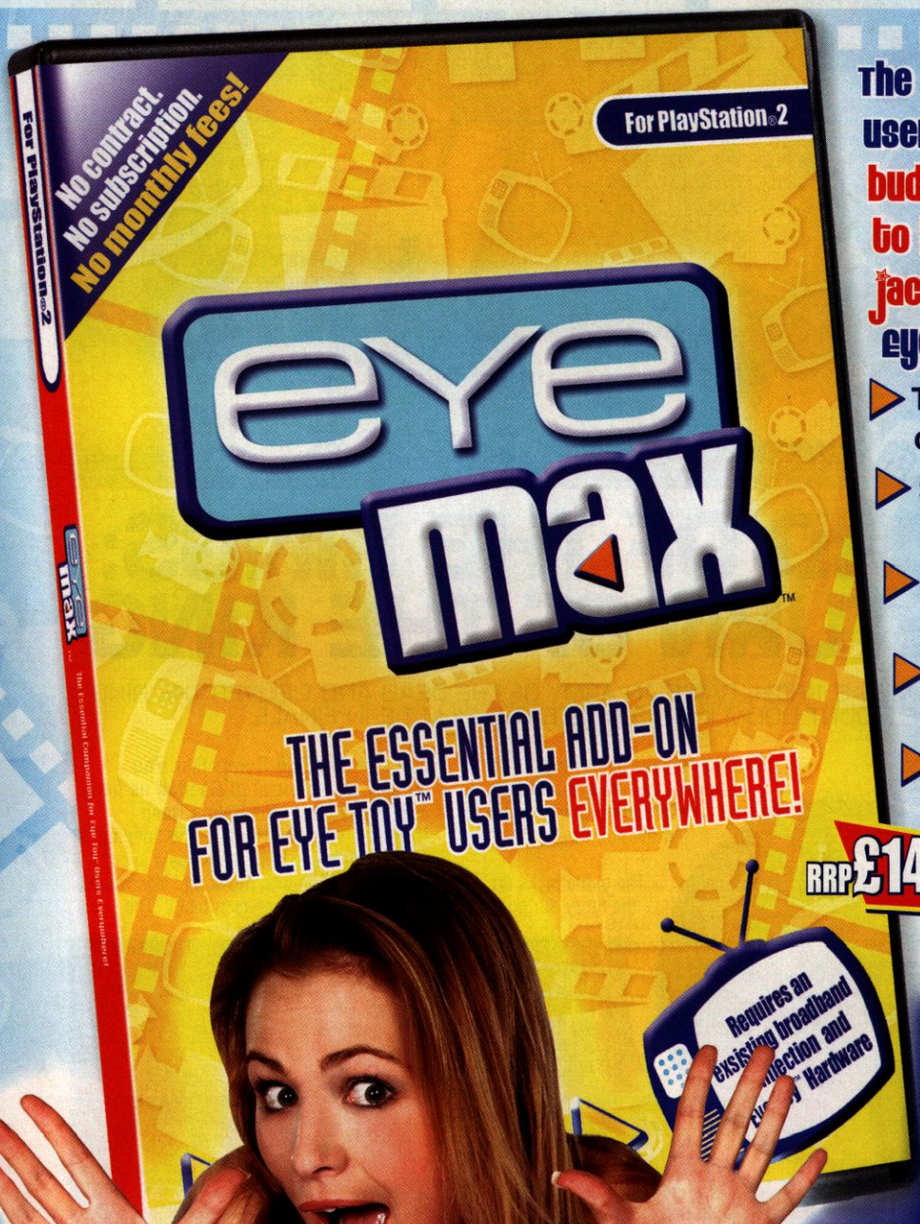
LONGEVITY
- You'll be pulling this out to entertain your dancing buddies for months.

OVERALL
Challenging dancing action for the EyeToy.

8

for PlayStation 2

Are YOU the next movie idol?



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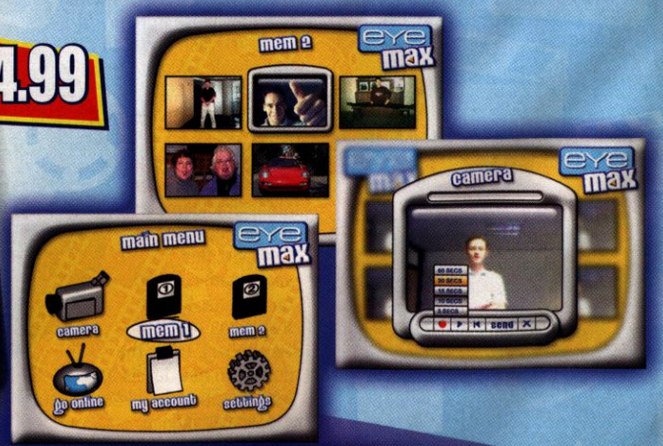
- Or share your video's with a global community of EyeToy™ fans
- Watch EyeToy™ video's created by your friends and other users
- Quick to set up, easy to use

RRP £14.99



Eye Max™ brings the exciting world of video messaging to the PlayStation 2

*Eye MAX requires a PS2 with broadband network adaptor and an existing account with a broadband internet service provider (ISP).

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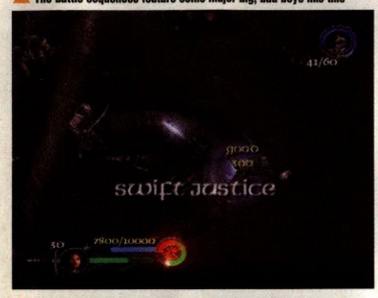
PlayStation 2 is a registered trademark of Sony Computer Entertainment, Inc.
Eye Max might be cool but it's still NOT sponsored, endorsed or approved by Sony.

PUBLISHER:
Electronic Arts
DEVELOPER:
Electronic Arts
ON SALE:
Out Now
NO OF PLAYERS:
1-2
PRICE:
£39.99

http://www.eagames.com

▲ The battle sequences feature some major big, bad boys like this



▲ Combo moves have names; learn 'em and score big

THE LORD OF THE RINGS: THE RETURN OF THE KING

DEFEND THE WALLS OF MINAS TIRITH, RAISE AN ARMY OF THE DEAD AND DELIVER THE RING TO THE FIERY DEPTHS OF MOUNT DOOM IN THIS BLISTERING FILM TIE-IN FINALE...

What struck me about last year's *Two Towers* game was just how close in terms of hack-'n'-slash it was to the classic *Golden Axe* arcade experience. Trouble is there was no two-player co-op, which in hindsight seems a bit of a let-down. However, this year's game, based on the final film of the trilogy (out December), takes the licence to new levels and adds co-op with online elements too; wahey indeed.

LICENCE TO THRILL

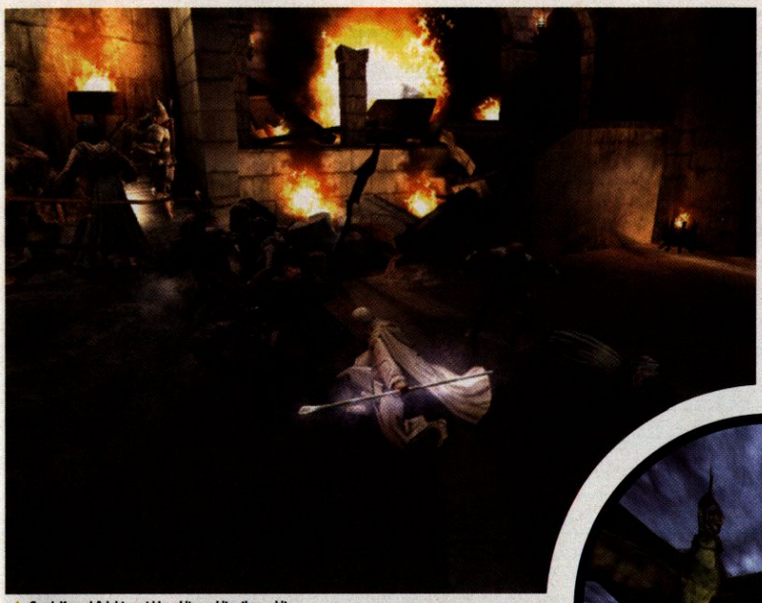
No one can deny Electronic Arts has created one of the most visually stunning film tie-ins ever here. The ante is raised yet again with movie clips from the film blending almost seamlessly into the game action. Graphically, EA has stepped up the work on every aspect of the game's visual appearance. The models have much more detail, and they're denser, with better textures, plus all the character's movements have been recaptured (using the film's stuntmen) with stunning new audio to draw you in.

The game picks up the story during the climax to *The Two Towers* film. You initially take control of Gandalf as he enters the battle for Helms Deep (humans vs ugly things). The opening is utterly brimming with action as a swarm of Uruk-Hai pile into the scrap. You must scramble around between tasks. The

CO-OP MODE

The new Co-Op Mode means your ring-flinging excitement is doubled. Co-Op Mode means you can use the bow and arrow skills of Legolas from afar while Aragorn leaps into the action with blistering close-range swordplay.

Sadly, the PAL version doesn't feature online gaming, despite the US version enjoying the feature. That said, the only thing we're missing is online co-operative play, which is always better when someone's sitting next to you anyway.



Gandalf used Ariel to get his whites whiter than white

Aragorn takes on a cave troll by swiping at his legs with a ruddy great sword

Dwarf versus troll might seem a bit unfair, but Gimli's more than capable of kicking his oofing great arse all over the park

branching storylines soon present you with choices where you need to decide which character route you want to take.

Gameplay-wise things closely resemble the previous title, but with improved movement and character likeness (Gimli's features have improved greatly). Things are explained in much more detail, with words flashing across the screen. Plus you clearly see your meter charging, points on each attack combo and points needed for your next level. Everything's easy to read and clearly presented within the style of the films.

RING TONES

To accompany the new visual improvements, the sound effects and music are, in a word, stunning. The last game was good, but this is a THX-certified feature, meaning the sound is mastered to the highest quality and to a cinematic level – so turn it up! The battle noises, voices and sound effects encapsulate everything audibly impressive about the films.

Playing co-op with a mate is thrilling. This mode gives you and a buddy one or two levels before having to make choices about the route you take. Like the film, there's several branching storylines; Gandalf and Pippin, Aragorn, Gimli and Legolas or Frodo and Sam.

Whoever you choose, you find there are few health items amongst the levels, forcing co-operation and teamwork. Plus working together is essential in tackling big bosses. For example, one character attacking close up while the other stays back and fires a bow is a good, useful tactic.

ONE GAME TO RULE THEM ALL?

With the previous title setting the bar high, it was conceivable this might've been just a capable successor. Instead, the game has improved graphically. Enhanced audio and added game modes as well as three unlockable playable characters give plenty of play. Characters move easier and feel more under your control, although as before, the game is fairly linear inside each level. Some gamers may tire of the constant hack-'n'-slash; it's probably not for anyone looking for a more chilled-out *Lord of the Rings* experience, but action-wise it's packed. Overall, it's a film-game experience not to be missed. Most will absolutely love this quality tie-in to the final film. It's top notch, exciting hack-'n'-slash fun. ■ BEN KEEN

Sam must guide Frodo through a deadly battle

"ONE OF THE MOST VISUALLY STUNNING FILM TIE-INS EVER"

GANDY GETS IT ON

Anyone wondering whether Gandalf was going to pull his finger out for some wand wonder in this one can breathe a sigh of relief. Check it out; here's Gandalf defending Minas Tirith with staff in hand. Watch those bad-ass bolts fly! But it's not just magic bolts and spells, y'know. Gandalf can also open a can of whoop-ass when needed.

PS2 VERDICT

FOR
- Incredible music, voice and sound effects
- Improved visuals, character movement
- Superb film-to-game merged scenes
- Co-Op Mode is a welcome addition

AGAINST
- Hack-'n'-slash might get a little tedious
- Levels are fairly linear

ALTERNATIVES
- LOTR: The Two Towers (Issue 25, 8/10)
- Baldur's Gate (Issue 13, 9/10)

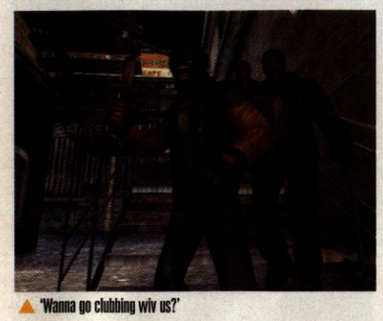
LONGEVITY
- The added modes and bigger levels will keep you busy until next Christmas; probably.

OVERALL
Honours the quality of its inspiration with a thrilling, dazzling and utterly unmissable game.

8

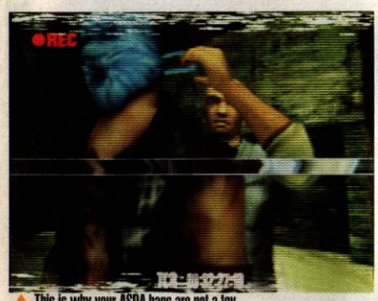
PUBLISHER:
Rockstar Games
DEVELOPER:
Rockstar Games
ON SALE:
Out Now
NO OF PLAYERS:
1
PRICE:
£39.99

www.rockstargames.com/manhunt

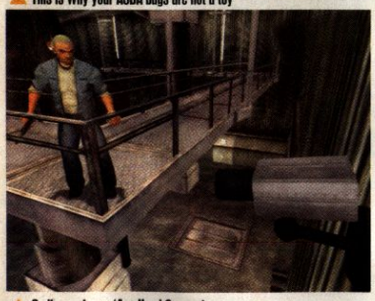


'Wanna go clubbing w/v us?'

"A SICK, TWISTED NIGHTMARE"



This is why your ASDA bags are not a toy



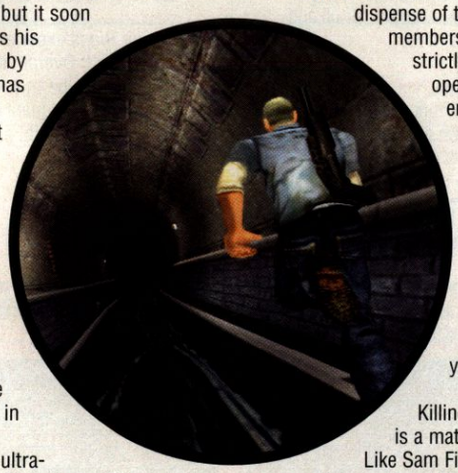
Smile, you're on 'Axe Head Camera'

MANHUNT

FROM THE DEPTHS OF DEPRAVITY CRAWLS A GAME THAT MAKES GRAND THEFT AUTO LOOK LIKE MARIO PARTY. BUT IS IT JUST GORE AND NO GUTS?

Rockstar's latest effort revolves around anti-hero convicted felon Cash, who, for his undisclosed crimes, is being executed in the opening cut scene. It's not clear whether Cash is innocent or not, but it soon becomes obvious his execution (death by lethal injection) has been staged and Cash is now part of a sick, twisted nightmare.

A strange voice greets him, a man calling himself 'The Director'. This 'Director' tells Cash his life has been spared in order for him to participate in an ultra-violent snuff film for him and his customers. Cash must prowl an abandoned area of the city, which is completely covered with CCTV, and mercilessly kill with whatever tools he can find. If he survives, he wins. But the gangs get tougher and tougher as Cash gets to closer to the truth behind this nightmare scenario.



The opening levels show you what you have to do to survive, and ways to dispense of the various gang members. The levels are strictly linear in the opening stages, to ensure you get to grips with the game without worrying about where to go. After that it opens up a little, allowing you to use your environment to stalk victims as you see fit.

Killing gang members is a matter of stealth. Like Sam Fisher (*Splinter Cell*), you need to use the shadows to keep out of sight. You have to out-and-out fight people from time to time, but when even slightly outnumbered, it becomes impossible to survive. So stealth and patience are the keys to success. Killing is much like it is in *Tenchu*, but a little more graphic, with some bone-crunching, throat-ripping cut scenes.

WEAPON OF CHOICE

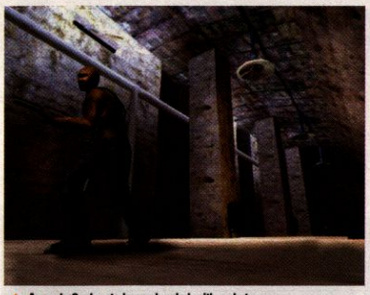
Cash sneaks up behind the target and uses his chosen weapon to kill. The game then cuts to the CCTV footage received byThe Director. This footage varies depending on what you kill with and how close you are. Shards of glass, knives and bats all work in varied, nasty ways. Later you get all manner of guns to blow the bad guys. Finding the next target isn't always straightforward. A radar is provided, but interestingly, it only shows up targets making a sound. Therefore, some gang members may be invisible unless moving.

SHOCK TACTICS

Manhunt blends a number of influences into a shocking and scary game. There's no scrimping on Cash's environment,

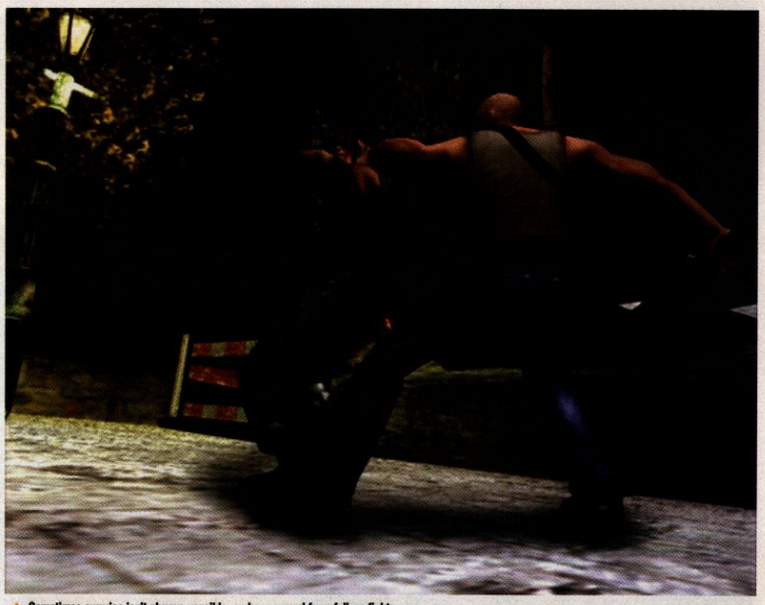
THE DIRECTOR

Cash is directed by a voice in his earpiece called The Director. Voiced by Hollywood actor Brian Cox (*X-Men 2*), The Director sends Cash up against tougher and tougher gangs throughout the game.

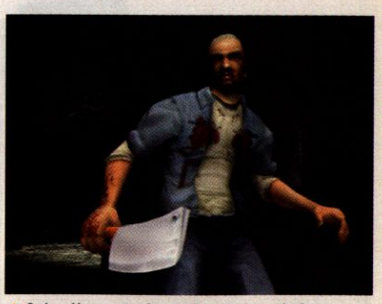


An early Cash gets heavy-handed with a shotgun

Great lighting and detail make for a graphically-spectacular game



Sometimes surprise isn't always possible, so be prepared for a full-on fight



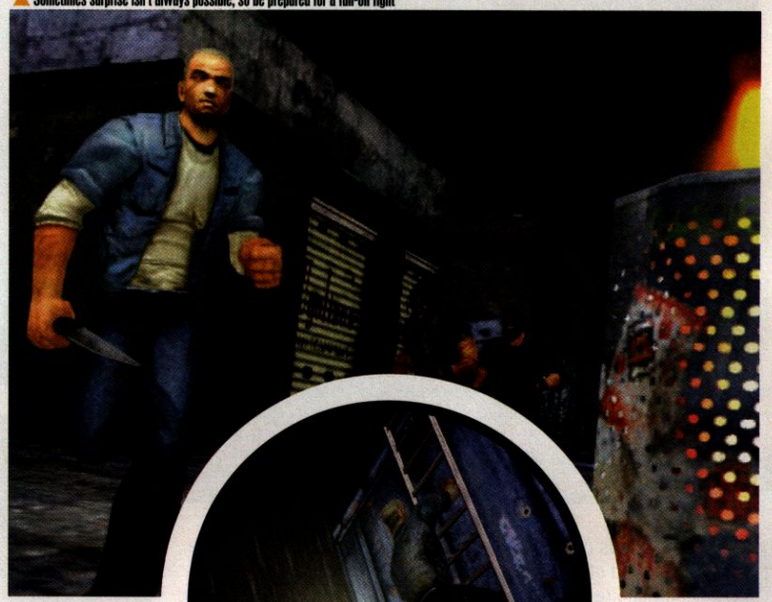
Cash could never eat a cheese and tomato pizza patiently

right down to the grass he takes cover in blowing gently as he takes a knee in the darkness. It's like a bloody, nasty *Tenchu* game, but without the music. *Manhunt* is bereft of any comforts. The gangs chortle as they discuss what they'll do to you when they get you. Stereo shuffling and random noises make you paranoid about what's behind you or beyond a door ahead. Played in the darkness, the game is fantastically tense.

The dark nature of the game is a million miles from the sun-drenched streets of Rockstar's hit *GTA: Vice City*, but it's certainly another controversial title in the making. Its atmosphere, gripping voiceover (by croaky old Brian Cox) and vicious thugs keep you on the edge for the duration. It plays well, with a few minor issues over the camera perhaps, but there's really very little to complain about overall. The AI is probably the game's strongest element. You must hide bodies to avoid detection. Gang members alternate patrol routes to catch you out, and they hunt you down when they hear you.

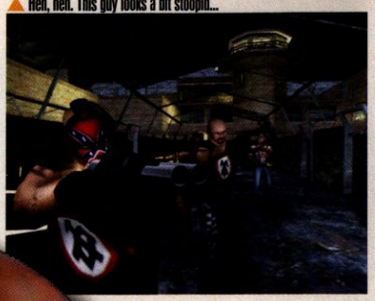
No, it's not that original, and yes, there are all kinds of issues the game will ignite over violence in videogames. But you find yourself utterly engrossed in the game's dark vision.

■ BEN KEEN



Better run for your life...

Heh, heh. This guy looks a bit stoopid...



NOT FOR THE KIDS

We know this ultimately adds to the game's appeal to younger gamers, but let's get one thing straight. *Manhunt* is an adult's game – period. It's not suitable for anyone under 18 or anyone not able to draw a line between fact and fiction. Any parent being cajoled by their kid should think twice and read the box before being bullied into buying.

"STEALTH AND PATIENCE ARE THE KEY"

PSi2 VERDICT

FOR
- Cash moves well, making stealth kills easy
- Dark, atmospheric and a bit 'wet-pants' scary
- Nasty cut-scene kills that shock
- Level designs vary enough to hold interest
- AI is spot-on

AGAINST
- Might be a little too linear for some

ALTERNATIVES
- Tenchu: Wrath of Heaven (Issue 30, 8/10)
- Metal Gear Solid 2 (Issue 16, 9/10)

LONGEVITY
- It's massive, and bloody hard too, so expect to be playing this into early 2004

OVERALL
Engrossing, grizzly and atmospheric stealth survival game. Will shock, scare and entertain.

8

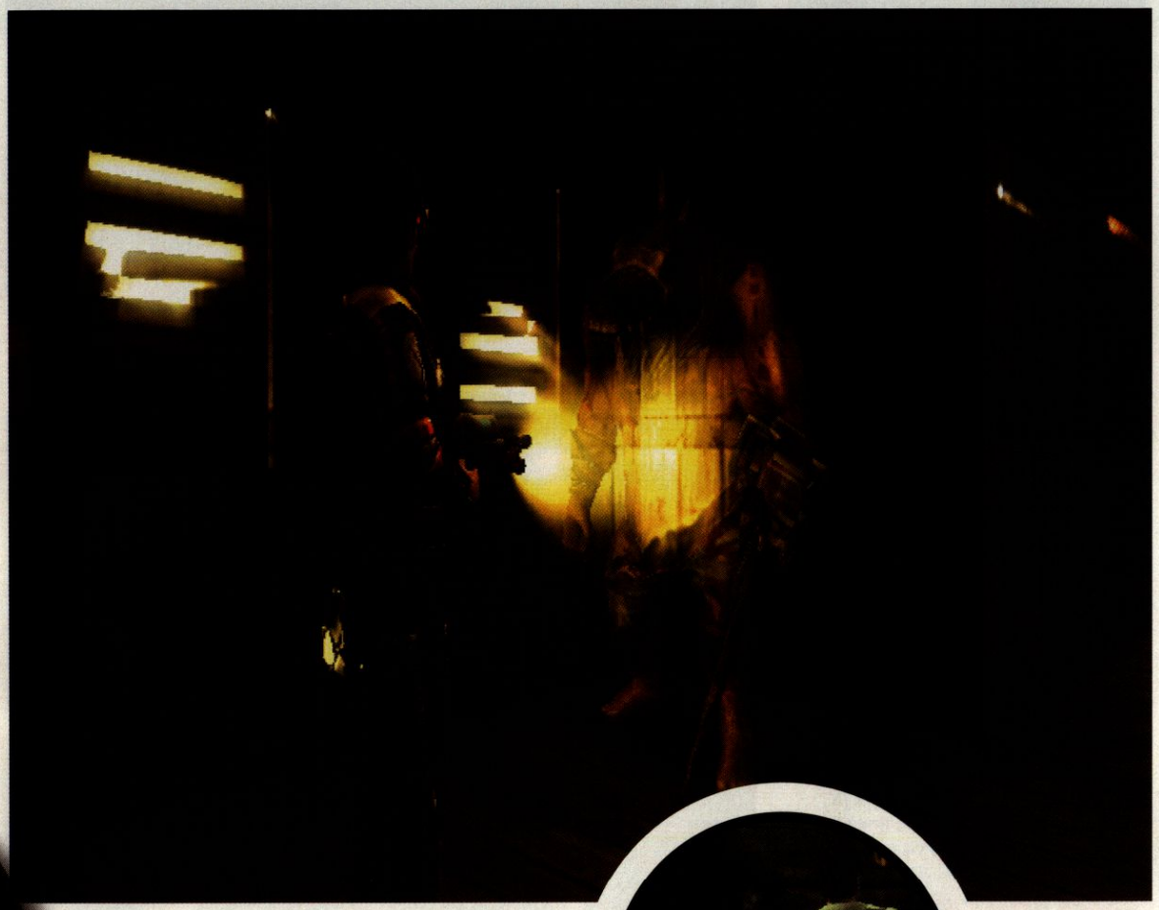
PUBLISHER:
Sony CEE
DEVELOPER:
Sony CEE Cambridge
ON SALE:
Out Now
NO OF PLAYERS:
1
PRICE:
£39.99

http://www.uk.playstation.com

GHOSTHUNTER

IMAGINE THE PITCH – 'IT'S LIKE RESIDENT EVIL WITH GHOSTS INSTEAD OF ZOMBIES'. SOUNDS FUN, BUT HAS GHOSTHUNTER DELIVERED? PSi2 FINDS OUT...

▲ Spooky bird



In the words of Ray Parker Junior, 'I ain't afraid of no ghost', but Sony Cambridge re-writes the rules for any would-be ghostbuster this winter. This is a title that may make you think the story's fairly straightforward, but the plot is really quite intricate and makes the game all-the-more engrossing as a result.

You're Lazarus Jones, a spiky-haired trendy new cop in Detroit who thinks he knows it all. His confidence and cockiness go out the window when he accidentally opens a ghost containment machine in a school basement. It soon becomes apparent the evil ghosts he's released are everywhere, and a computer system tells him he must recapture them all and save his kidnapped partner, Anna. With little choice, Jones straps on a special ghost-hunting kit and becomes the world's next Ghosthunter.

So on we go into the gameplay. 'How does it work?', I hear you ask. Well, Lazarus uses his initial plasma rifle to drain ghost energy. Once drained, he can use a ghost-grenade to trap them. This grenade automatically boomerangs back to Lazarus, but he must target the device at the ghost; there's no lock-on. Other weapons can be used, but they have little-to-no effect. Lazarus also carries around a spirit called Astral (on loan from Vauxhall), who can get through areas Lazarus cannot. Astral is an interesting secondary spectral character, who can fly around and submerge in water to explore the level.

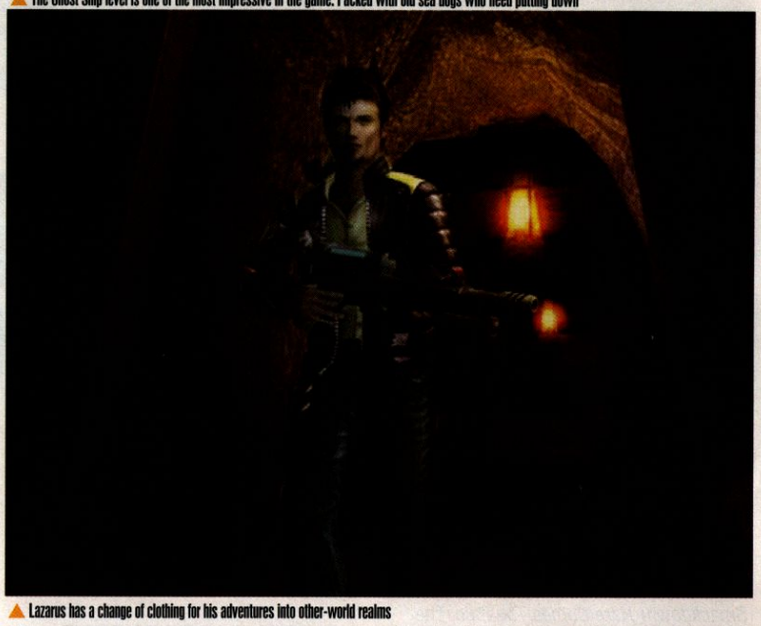
DON'T CROSS THE STREAMS!

Your array of weapons serves you in different ways. A basic pulse weapon weakens ghostly spectres, while normal weapons still have uses throughout the game, like smashing windows, ringing bells and holding back ghouls when the anti-ghost weapons run dry.

Each blade of grass moves in this well crafted environment.

Banging out bullets isn't always the answer to defeating ghosts

The Ghost Ship level is one of the most impressive in the game. Packed with old sea dogs who need putting down



Lazarus has a change of clothing for his adventures into other-world realms

DETAIL

Environment-wise, there's a massive mixed bag, with some obvious spooky levels and some unexpected ones. An old school, a prison and a sewer system all crop up, but they're all welcome among some more original choices. A ghost ship is one of the game's highlight levels, haunted by bloated drowned sailors armed to the teeth. The detail on these guys is superb, down to the bubbles they trail, a resonance of their actual watery graves.

"A GAME FULL OF INTRICATE DETAIL"

The detail doesn't end there. It's a game full of intricate detail and immaculate presentation. The environments are superb, especially the house in the swamp, the ghost ship and the prison. Even the exterior areas, which could've been a little bland, keep the detail enhanced with nice touches. For example, your movement affects every blade of long grass you walk through. Real-time cut scenes are interesting too, original and in some cases very funny. See the Ghost Ship level with the headless English Captain for the most laughs.

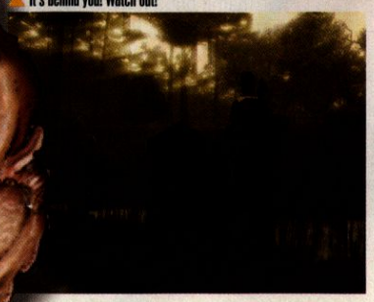
THE CRUNCH

Ghosthunter is a great game, no doubt about it. If there's anything to niggle about, it's very, very minor stuff. The spectral binoculars you wear on your head can only be used in a stationary position, which makes things tricky in a firefight with invisible ghouls. Camera-wise there's always something to gripe about with this type of game, but very rarely do you find yourself fighting to get a good angle.

The game makes sure you can see as much as you need to. There are occasions where your view is constrained, though. In first-person mode you can't move and you can't rotate around very far at all.

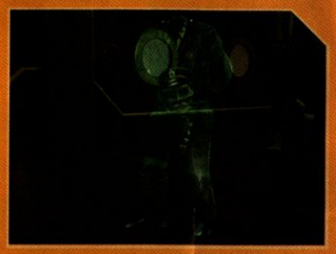
Other gripes are lack of a lock-on for the gun, but this only serves to make battling ghouls a little more frantic and therefore in some cases more exciting. Aside from the minor gripes, *Ghosthunter* is an imaginative, immaculately-presented game that never takes itself too seriously. Highly recommended for wannabe ghostbusters everywhere. ■ BEN KEEN

It's behind you! Watch out!



GHOSTS AND GOBLINS

Intricately detailed and imaginatively designed, the spectres and spooks in *Ghosthunter* look great. Some are a bit creepy, but most resemble the colourful cartoon nature of the ghosts in *Ghostbusters*; nothing too threatening or nasty. A bit hard to beat all the same.



PSi2 VERDICT

FOR
- Immaculately presented environments
- Graphically impressive
- Imaginatively designed ghouls and ghosts
- Simple controls, easy to pick up and play

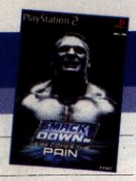
AGAINST
- Can't move in first-person, or when looking through spectral goggles
- Lack of a lock-on for weapons may irritate in some cases

ALTERNATIVES
- Resident Evil Code: Veronica X (Issue 11, 8/10)
- Silent Hill 3 (Issue 32, 9/10)

LONGEVITY
- A lot to explore in each level.

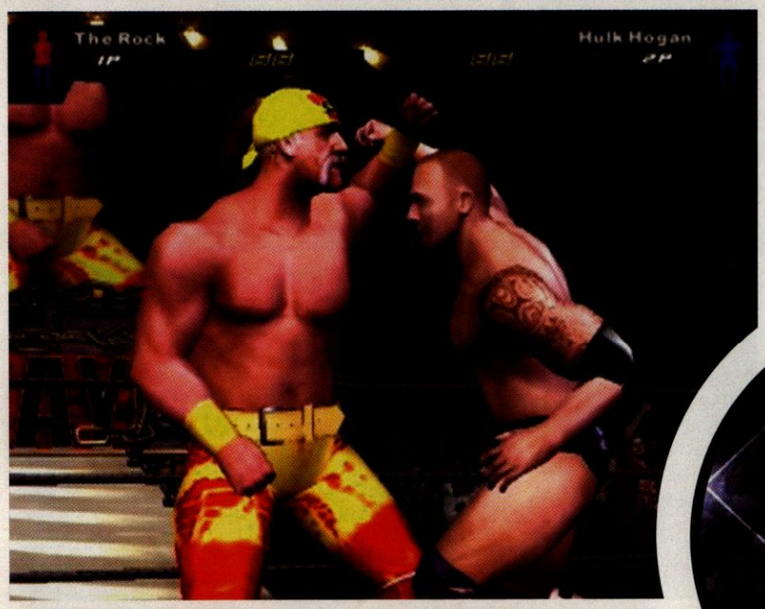
OVERALL
A chilling, thrilling, action-packed ghost-busting bundle of fun that delivers a great game. Quality.

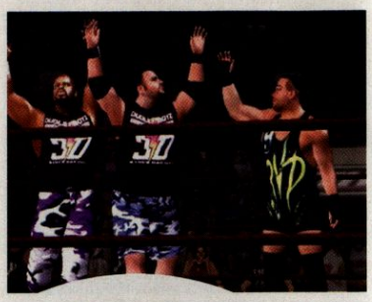
8

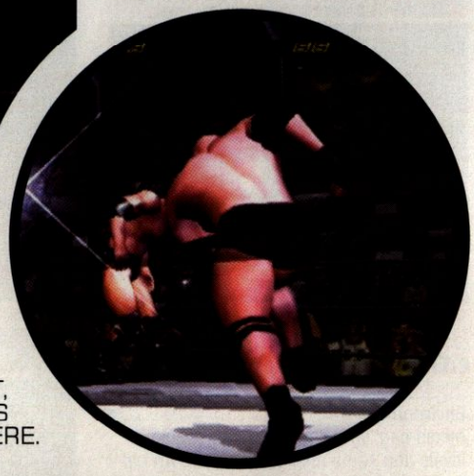


PUBLISHER: THQ
DEVELOPER: Yukes
ON SALE: Out Now
NO OF PLAYERS: 1-6
PRICE: £39.99

http://www.thq.com

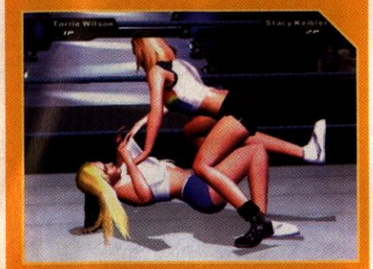






PANTIED LADIES

Gameplay-wise, the much hyped 'Bra & Panty' matches don't offer much more than a normal match, and the in-game Divas aren't really all that to look at, but, y'know. There's something about the very idea of women furiously ripping at each other's clothes that sends men's brains into a rapid descent to below the waistline, and awakens the frustrated adolescent within.



WWE SMACKDOWN! HERE COMES THE PAIN

AFTER A LONG, LONG WAIT, THE PAIN IS FINALLY HERE. OUCH!

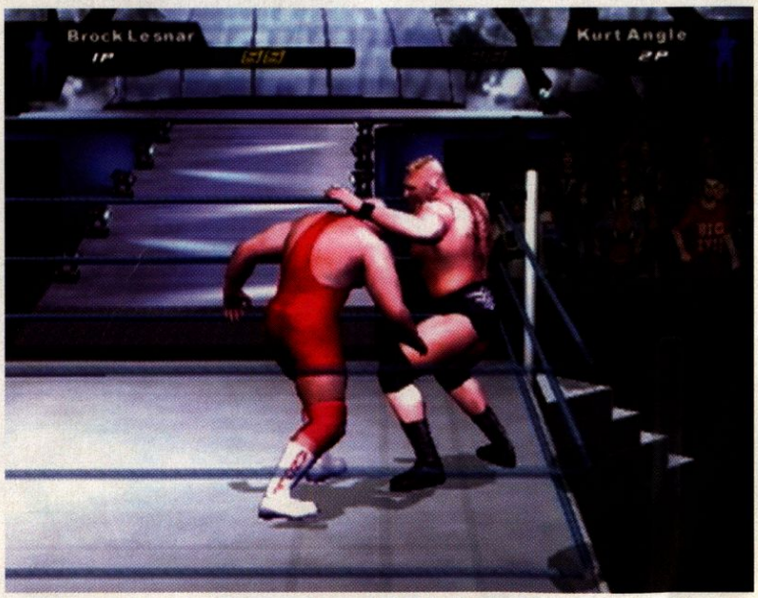
Like many big titles, *Smackdown!* makes an appearance just before Christmas every year. Last year, *Shut Your Mouth* progressed in leaps and bounds from the disappointing *Just Bring It*, so now Yukes seems to have got to grips with developing on the PS2, wrestlemaniacs everywhere expect great things from *WWE Smackdown! Here Comes The Pain*. The good news is they won't be disappointed.

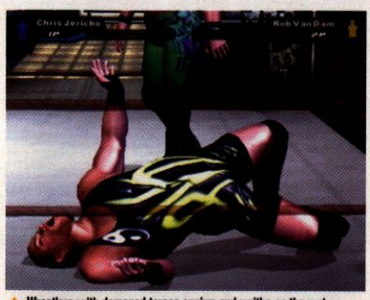
Yup, *Here Comes The Pain* is a brilliant game, with loads of depth, bundles of fun and a genuine sense of spectacle. That's not to say a large percentage of you won't hate it, of course. Wrestling games nearly always earn the description 'Marmite game'. Marmite games? Those titles you either love or hate (*Final Fantasy X, Dynasty Warriors 4* and *Twisted Metal: Black* to name but a few). If you want proof, see PSi2's reviews of the previous two *Smackdown!* games: 8/10 for the relatively poor *Just Bring It*, and 6/10 for the far superior *Shut Your Mouth*. Anyway, if you're reading this, it's probably safe to assume you like wrestling games. You're perfectly happy to disengage your brain entirely and revel in the brightly-lit, tightly-clothed, cliché-ridden absurdity of it all, and take to *Here Comes The Pain* like a pig takes to poo. You tell yourself it's wrong, but it's just sooooo much fun.

"A BRILLIANT GAME"

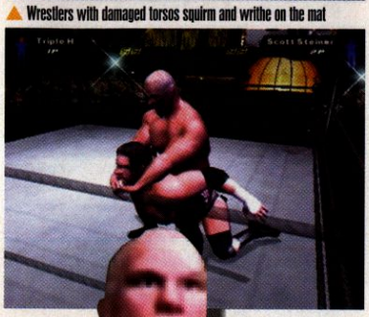
SHINY HAPPY PEOPLE

So, what makes *Here Comes The Pain* so much better than what's been smacked down before? Well, pretty-much everything, really. It seems just about every aspect of the game has received at least a little bit of polish, but several areas get a particularly thorough buffing. Firstly, the graphics, which thanks to some nifty new lighting effects, literally shine. You can almost see your face in Brock Lesnar's gleaming man-tits, such is the extent of this newly-applied sheen. Considering what an important part glistening muscles and bright lights play in sports entertainment, this is a most welcome

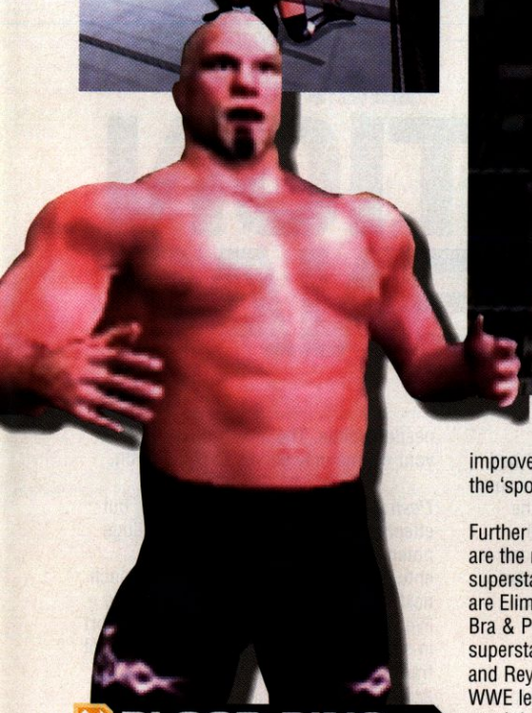




▲ Wrestlers with damaged torsos squirm and writhe on the mat

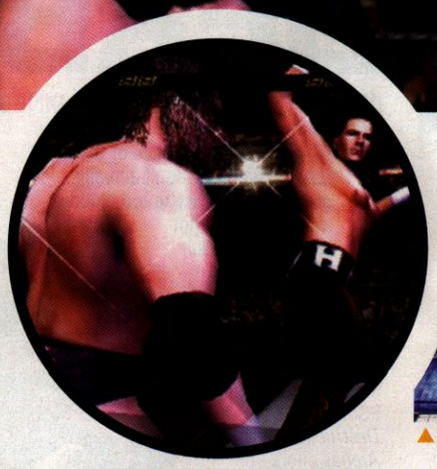


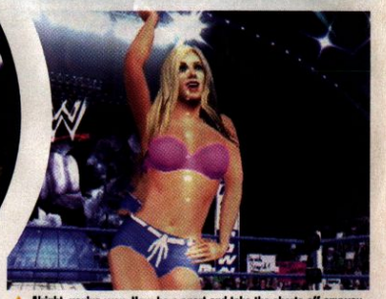
▲ The mighty F-five in action



improvement and makes the recreation of the 'sport' that bit more authentic.

Further adding to the game's authenticity are the new match types and updated superstar roster. The three new matches are Elimination Chamber, First Blood and Bra & Panty (see boxout), and new superstars include Goldberg, Scott Steiner and Rey Mysterio Jr plus a handful of WWE legends like The Legion of Doom and the old-school Undertaker.

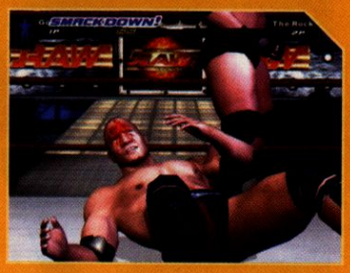




▲ Alright, you've won. Now be a sport and take the shorts off anyway

BLOOD RING

For the first time in a *Smackdown!* game, superstars can be made to bleed, although it takes a lot of doing. If you think a couple of whacks across the forehead ought to do it, think again. It takes at least a couple of minutes of constant battery to break the skin. Good job too, really, otherwise the new 'First Blood' matches probably wouldn't last very long.



"SEE YOUR FACE IN BROCK LESNAR'S GLEAMING MAN-TITS"

PLEASURE AND PAIN

But the improvements aren't all cosmetic. The gameplay's received a significant overhaul as well. There's a new grappling system, which gives each superstar an even wider range of moves, plus damage is now location-specific. During the course of a match, different parts of each wrestler's body suffer damage, and behave accordingly. For example, drop a wrestler on his head over and over again, and he stops and sways, holding his poor aching bonce. The Season Mode is also the best yet, with a real sense of progression having been woven into the hilarious soap-operatic storylines, thanks to the new experience and cash award system. All in all, this game has so much fun and frolics to offer you don't even have to be a wrestling fan to like it (but it helps).

■ GAVIN MACKENZIE

PSi2 VERDICT

FOR
- Bra
- Panties
- Blood
- Improvements across the entire game
- Old-school wrestlers

AGAINST
- Essentially still a bit of a no-brainer

ALTERNATIVES
- Backyard Wrestling (Issue 37, 7/10)
- Def Jam Vendetta (Issue 32, 8/10)

LONGEVITY
- Months to unlock everything in the Season Mode, plus the creative and multiplayer aspects of the game.

OVERALL
As expected, the best wrestling game ever.

9

PUBLISHER:
Sony CEE
DEVELOPER:
Studio 33
ON SALE:
December 5th
NO OF PLAYERS:
1-2 (Up to 16 Online)
PRICE:
£39.99

http://www.uk.playstation.com

▲ Race on circuits as well as in Wrecking Bowls

▲ Someone needs a new radiator...

▲ The bottom-left graphic shows the state of your car...

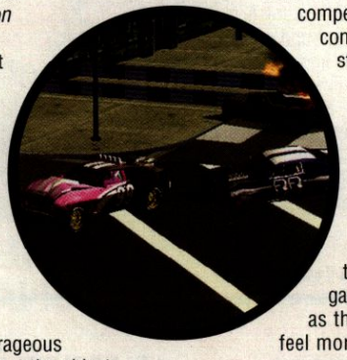
▲ Manic mayhem in two-player mode

DESTRUCTION DERBY ARENAS

IN THE WORDS OF THE DAMNED, '00-00-00 SMASH IT UP'...

Much as I admire the likes of the *Gran Turismo* games, I don't actually enjoy playing them. They're too bloody hard, too serious and not enough fun. *Destruction Derby Arenas*, on the other hand, is just right for the likes of me.

The first PS2 outing for a much-loved PSone series, *Destruction Derby Arenas* offers you the chance to race around several fantastic courses, smashing up many opponents in your outrageous sports car. Realism is not the object here. You earn points for race position, but many more for smashing up other vehicles and performing jumps and slides. The wilder the race, the more chance you have.



Handling is loose without being completely uncontrollable. I found it had just the right degree of slide to allow some excellent manoeuvres, and the competition from the 19 computer-controlled cars is strong; they drive hard and smash harder.

RACING

The championship is three quarters track-racing, with the rest made up from the traditional wrecking bowl games. It's a sensible mix, as the racing makes you feel more involved.

Destruction Derby Arenas is completely over-the-top. Its *Wacky Races*-style graphics and settings add to the sense of the unreal which, in turn, encourages you to do anything you can to earn much-needed points. The awesome growl of your engine only serves to egg you on.

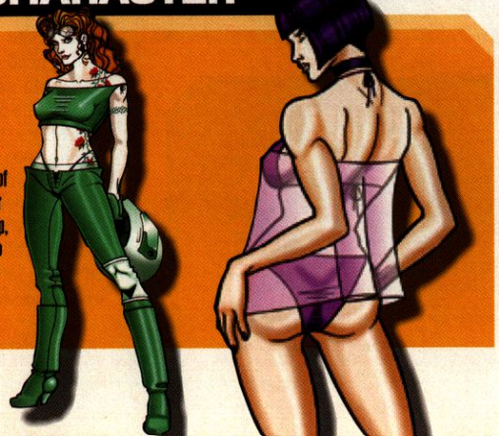
Destruction Derby Arenas is simple, but effective. As an online game it has huge potential for hours of simple entertainment, and we'll review it as such next month once the servers have gone live to the public. Perhaps it's a little short in single-player mode, with characters not tracks providing the length. But it's excellent fun and each race is different, even when you've done them with each of the 20 characters, improving your car as you go. So not a classic offline, but a tremendously enjoyable thrill nonetheless.

■ JOOLS BOARDMAN

"OVER THE TOP"

TEST OF CHARACTER

Destruction Derby Arenas features 20 characters, and you can play as any one of them. In fact, to complete the game, you must win all four race-series with each character. They all have different vehicles, but there's not a huge amount of personality present. As you upgrade your car through victories in the championship, you can take the improved vehicle into any of the other three modes and, crucially, online to really smash things up.



PSi2 VERDICT

FOR
- Easy to pick up
- Tough racing
- Smash things up
- Will be online
- Completely unreal

AGAINST
- Not enough of it in single-player

ALTERNATIVES
- Burnout 2 (Issue 25, 8/10)
- Twisted Metal: Black Online (Issue 32, 8/10)

LONGEVITY
- Offline? A couple of weeks. But potentially much longer online..

OVERALL
Highly enjoyable single-player racing carnage with plenty of online scope

7

SuperCharged

cash and burn...

Engine
£2000

Nitro
£1500

Tyres
£1000

- *High speed racing action on your mobile phone.*
- *3 different game modes - Career, Quick race, and Time trial.*
- *Choice of 4 race courses*
- *Use your race winnings to upgrade with high performance parts.*

Urban

COURSE CODE - 115

Coastal

COURSE CODE - 118

Artic

COURSE CODE - 116

Off-road

COURSE CODE - 117

order instructions

Text super followed by the course code you want to

89020

(Make sure you put spaces between each word)

Customer care 08707656623

Compatibility Nokia 3510I, 3100, 3200, 3300, 3650, 6100, 6610, 6800, 7210, 7250, 7250I N-GAGE, SHARP GX10, GX10i, GX20, SAMSUNG, S300, MOTOROLA, T720
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PUBLISHER: Ubi Soft
DEVELOPER: Ubi Soft Montreal
ON SALE: Out Now
NO OF PLAYERS: 1
PRICE: £39.99

www.beyondgoodevil.com/us

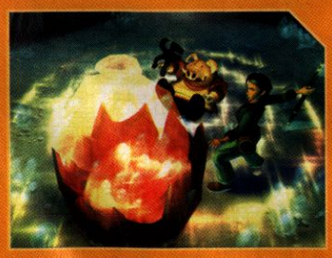
BEYOND GOOD & EVIL

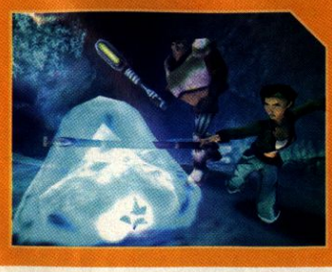
ONE GIRL AND A BIG STICK AGAINST THE WORLD. CAN SHE EXPOSE THE CONSPIRACY AND FIND OUT THE TRUTH?

"A MOVE AWAY FROM CLICHÉD GAME WARRIORS"

PEY'J AND DOUBLE-H

Jade is almost always accompanied by one of these two co-op players. If she has a problem with anything mechanical or electronic, Pey'j can solve it, as well as inventing gadgets to help along the way. IRIS agent Double-H is a knucklehead with morals. He has a nose for dodgy dealings and uses his fists to help out. He can deal out a powerful punch, hammer blows and a special Bull-Rush headbutt attack which takes out enemies and doors in seconds.





▲ Did you just hear something?

Play *Beyond Good & Evil* and the first thing that strikes you is it's a quality game. Every scene drips with the same high production values you'd expect to see in any big box-office adventure.

It also marks an admirable move away from clichéd game warriors and stylised bimbos, introducing a new kind of character with different goals and new ways to interact.

SECRETS AND LIES

The story in this third-person action adventure serves to blend game genres well, with a mixture of investigation, photography, stealth, shoot-'em-up, travel and co-op combat and puzzling. You play as action reporter Jade, whose job is to search for evidence of suspect activities linked to the DomZ – the governors of Jade's home planet, Hillys. Using her various skills and equipment, coupled with her co-op buddies' abilities, she must separate the truth from the DomZ propaganda and discover what's really going on.

Hillys is one of the most massive game environments I've ever seen. As the story moves on, the player can literally extend gameplay beyond its outer limits and back again, jetting out to space then returning to face off some sea monster while at the helm of a hovercraft.

The vehicles pick up the pace and usually appear at some climatic moment in the story, making you feel truly part of an adventure. Their control proves almost as intuitive as the character control, directing using the left analogue and R2 to accelerate. Later, you can visit the garage for tune-ups and to buy accessories.

▲ Move with the left analogue while pressing R2 and Jade crouches and makes less noise

▲ Jade's survival depends on how well she can take care of her companion

Your ability as a photographer has a direct bearing on what you can buy, because good snaps are rewarded with both information and currency to buy upgrades for vehicles and your camera too.

Aside from the polish, the strongest appeal is *BG&E*'s playability. The developers have devised an excellent contextual control scheme, where rather than having loads of action-assigned keys, specific actions can be performed intuitively, depending on what you're doing at that time. For example, if you want Jade to jump, simply run up to the ledge and she does it. This streamlining is appropriate for such a varied game, allowing you to concentrate fully on the given objective.

COMEDY DUO

Even though Pey'j and Double-H are not directly playable, you're in control of either one (or sometimes both) for most of the game. Press Triangle to command them to assist you in their own individual ways, selecting with the directional keys if more than one is with you. Remember, they're also in your care, so you must pay equal attention to their needs and actions (rescue them in boss situations, provide food to restore energy, etc).

Co-operative play introduces different gameplay sequences and adds the slapstick element common to Michel '*Rayman*' Ancel's games. This humour works for some, but others could draw a blank and long for more relentless, hard action.

The use of a camera is a brave element in games, and certainly offers us more of an involvement in the Hillys gameworld. Still, mention there's a camera in a game rather than the conventional 'shoot-ah' and it might be treated dubiously by gamers (see the greatly-underrated *Project Zero*). I hope this isn't the case here. But even if you're part of this camp, *Beyond Good & Evil* has to be recommended for its sheer diversity and cinematic quality – a direction many games will be taking in the future ■ LISA ASH

GET TO KNOW YOUR DAI-JO

Jade now has an edgier image and two main objects to help her quest. First and foremost is the camera. This could be seen as the 'moral' tool of the game, essential for gathering evidence and finding out more about the environment. It can also scan maps, store reports and accept emails. It's easy to take a photo. Press R1 to shift into Aiming Mode, using the right analogue stick to zoom and focus and when you're happy press 'X'. You also have the opportunity to use a Gyrodisk glove. This introduces basic sniping into gameplay, and is particularly handy for distracting the guard's attention without getting rumbled or activating switches. But Jade's main weapon is her Dai-Jo staff, good for simultaneous attacks. Press 'X' to churn out blows, mash the button and Jade can shift into a faster and more powerful whirlwind attack. Also, you can hold 'X' and wait for the staff to charge and it emits a Super Attack, affecting all enemies in that area.

▲ Pey'j can be a bumbling buffoon, but he's also a fixing genius

▲ The onscreen status panel denotes the context of your actions

"AN EXCELLENT CONTEXTUAL CONTROL SCHEME"

PSi2 VERDICT

FOR
- Genre blending
- Cinematic styling
- Intuitive controls

AGAINST
- Irritating characters
- Camera play could be off-putting for some

ALTERNATIVES
- Prince of Persia: The Sands of Time (this issue, 9/10)
- LOTR: The Return of the King (this issue, 8/10)

LONGEVITY
- Together with side-quests, about 20 hours.

OVERALL
Varied and gleaming cine-action.

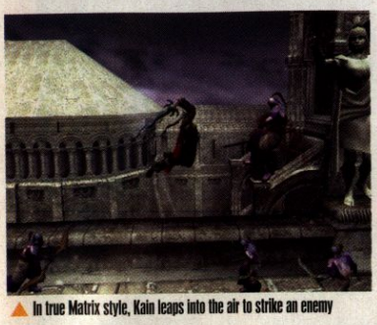
8

PUBLISHER: Eidos
DEVELOPER: Crystal Dynamics
ON SALE: Out Now
NO OF PLAYERS: 1
PRICE: £39:99

www.legacyofkain.com

LEGACY OF KAIN: DEFIANCE

TWO FEUDING BLOOD-SUCKERS UNITE TO CONFRONT AN EVIL FORCE BIGGER THAN THE BOTH OF THEM...



▲ In true Matrix style, Kain leaps into the air to strike an enemy

Soul Reaver, and the Kain games on the whole, have always looked good and impressed the critics without ever really setting the world on fire. This latest venture looks to step up the series by uniting the two leading characters against a common enemy. Our anti-heroes are pitched up against the Hylden, a force so evil these two bitter rivals must unite to fight him. Taking on the role of Kain and Raziel in alternate chapters, you must battle through a world loaded with conflict in order to defeat the dark forces that threaten to condemn the land of Nosgoth to an eternal damnation.

Legacy of Kain: Defiance focuses much more on combat, as Kain and Raziel confront hordes of monstrous enemies in an endless fast-paced battle. The completely-revamped combat system is accessible, responsive and satisfying, allowing for non-stop action and combo moves unique to each character. Plus, the inclusion of the new 'telekinesis' feature plays a fundamental role within the new combat system. Also there's a re-designed in-game camera that offers dynamic views of both the action and environments.

Defiance allows players to use both Kain and Raziel, utilising the powers and abilities of both characters. Other new aspects to the game include a new camera

KAIN VS RAZIEL: BATTLE FOR NEW YORK

We all agree this game should've been a little more imaginative. One idea is to bring these two great characters into the modern day. So how about a storyline where they have to chase a nasty bad god into New York? What fun you could have, as the authorities and *Blade*-type heroes try to take them out. Come on Crystal Dynamics, let's have a modern-day game setting next time!

We asked Matthew Guzenda, senior producer at Crystal Dynamics if we'll ever see Kain or Raziel enter a modern, human world, kicking off in the 21st century. He said, "Well, throughout the series, Kain and Raziel have jumped around time. So it certainly would be within the realm of possibilities. Sounds quite fun, actually".

▲ Raziel's new combat system allows you to fight enemies all around you

▲ Expect a lot of mid-air combat

system and an overhauled combat system, to emphasise action and combo moves above puzzle solving.

The new camera system is worth mentioning. It works in a similar way to games like *Devil May Cry 2*, focusing on the best and most useful angle for the action. However, this camera is not fixed and can be moved around to zoom as close or as far as you like. The snapback feature also means if your camera tomfoolery is interrupted, you can spring into action with the camera back in position with ease. This actually works quite well, with the camera swinging into dramatic, but practical, areas to cover the action.

This automatic camera system allows for new changes in gameplay. Kain and Raziel have basic sword attacks and soul/blood draining abilities, with some devastatingly quick power attacks unlocked as you progress. There's no lock-on for dealing with multiple enemies. Instead, there's an analogue aiming system that intuitively knows where you want to strike next when you move the stick and use a strike button. You are, however, vulnerable to attacks from behind when surrounded, but the game's enemies always give you just enough space to make it fair.

TELEKINETICS

In another move to emphasise the action, Kain and Raziel have been blessed with telekinetic powers. During battle they can pick up enemies, hold them and throw them into walls or spikes. Cool? Yes indeedy. This new power also allows them to drag enemies in for the kill. With your basics, lifting and telekinetic attacks, you can create your own freestyle combos. Also, the telekinetic powers can be aimed with accuracy to manipulate certain elements of the environments like crushable walls.

DO THEY SUCK?

There's nothing really wrong with *Legacy of Kain: Defiance*. The camera works well in most scenarios, the story's all right and graphically you can't moan. Trouble is, the whole series simply isn't compelling enough. There's no spark of excitement, no angle that elevates the game above the competition. If these two were running around New York (after a time rift or something), chasing demons and avoiding authorities, that'd be a helluva lot more fun than this rather dull, average plodding plot.

Although action is emphasised (and the game's all the better for it), and the story is true to the series, no one can deny it's fallen a little flat. Technically Crystal Dynamics has done a wonderful job, making an impressive game that delivers a great action adventure experience. Unfortunately, it's just not got the originality or edge that games need to capture the imagination of the masses. Shame, but a it's well made game all the same. ■ BEN KEEN

"...A GREAT ACTION ADVENTURE EXPERIENCE"

▲ Raziel finishes off his enemy with a bloody finishing strike

HISTORY OF SUCKHEADS

Drinking the blood of another is sometimes referred to as obtaining his 'life-blood' for yourself. Therefore, the idea of the vampire stems from cannibalism. There are several creatures that may have acted as precursors to the vampire. The leech is perhaps one of them. The chupacabra, a blood-sucking alien creature that feasts on animals, is another vampire-like myth. The myth of the fury, a woman that sucks the life from a sleeping victim, was created in Greek times to represent the wrath of the gods. These creatures were unleashed on the Earth to suck souls through the mouths of their victims, and send them to agony-filled torment in Hades, or Hell. Finally, a real-life creature called the vampire bat has been studied by many scientists. It sucks the blood of its victims for food. The vampire myth appears to have originated in Transylvania, according to the Stoker novel, in the dark hills of Eastern Europe.

PSi2 VERDICT

FOR
- Graphically impressive
- Brings Kain and Raziel together
- Emphasis on combat makes for a better game

AGAINST
- Nothing compelling about it; dull, long-winded storyline, too many cut scenes.
- Camera can set up in awkward positions sometimes.
- Story needs a revamp to make it appealing.

ALTERNATIVES
- Devil May Cry 2 (Issue 30, 8/10)
- Soul Reaver 2 (Issue 16, 7/10)

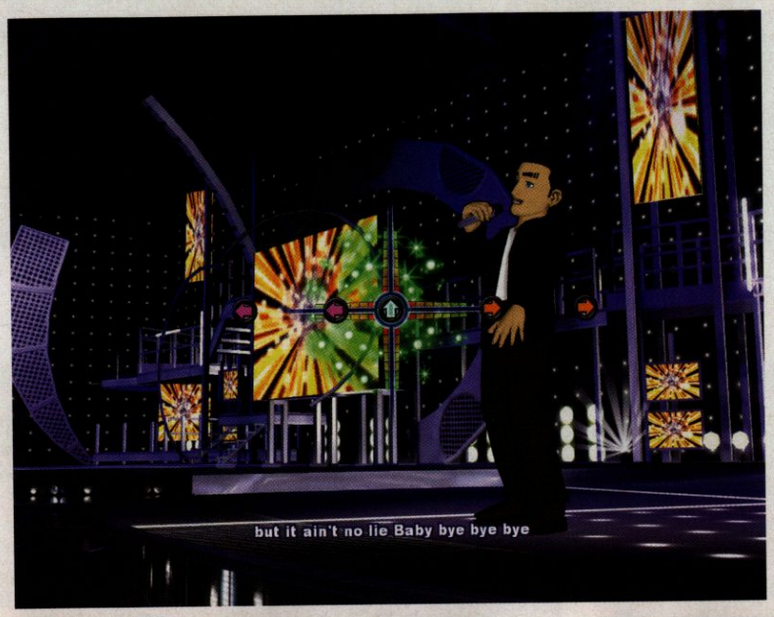
LONGEVITY
- Complex levels keep you busy for a while.

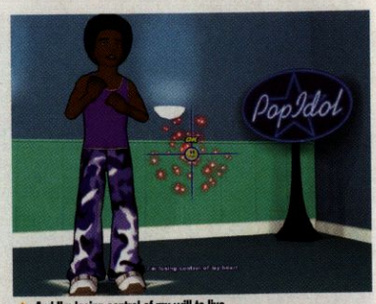
OVERALL
An action adventure that's technically superb, but bogged down in a dull story that kills off interest.

6

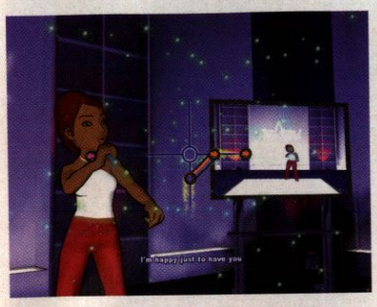
PUBLISHER: Codemasters
DEVELOPER: Hothouse Creations
ON SALE: Out Now
NO OF PLAYERS: 1-4
PRICE: £24.99

http://www.codemasters.com/popidol





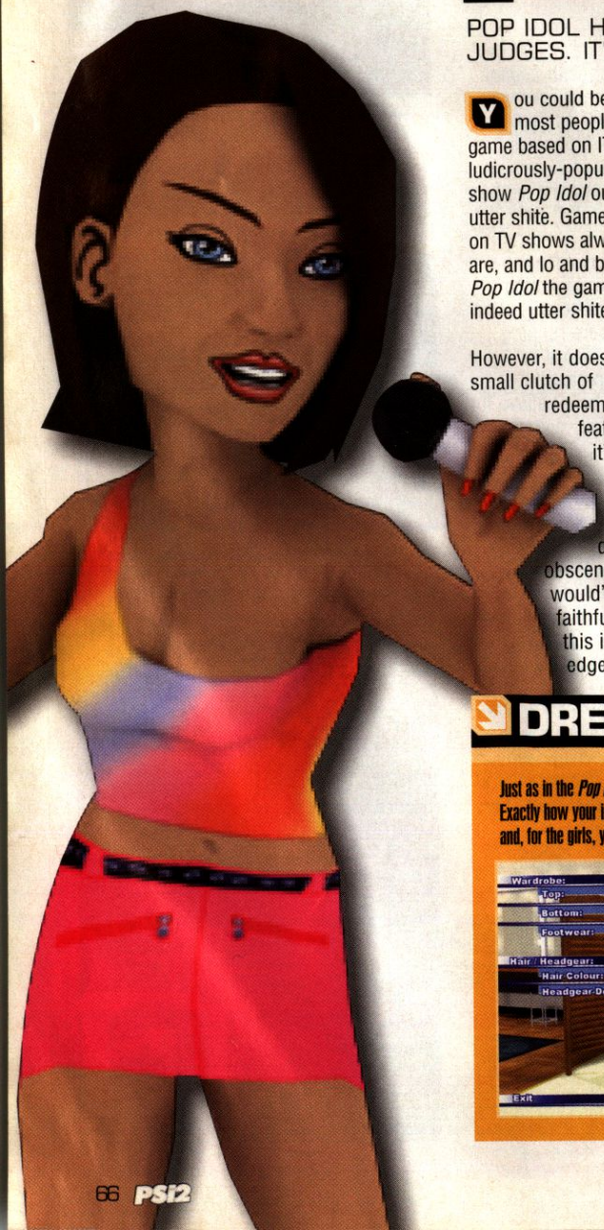
▲ And I'm losing control of my will to live



POP IDOL

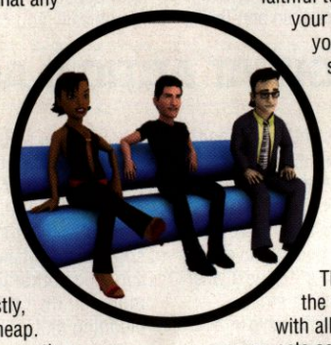
POP IDOL HAS ONE CHANCE TO SHINE IN FRONT OF THE PSi2 JUDGES. IT'LL ALL END IN TEARS...

"THE METHOD OF PLAY SIMPLY DOESN'T WORK"



You could be forgiven for thinking, as most people would, that any game based on ITV's ludicrously-popular 'talent' show *Pop Idol* ought to be utter shite. Games based on TV shows always are, and lo and behold, *Pop Idol* the game is indeed utter shite.

However, it does have a small clutch of redeeming features. Firstly, it's fairly cheap. £25 isn't exactly a great price for a product so lacking in breadth and depth, but it's still not the obscene rip-off a full-price release would've been. Secondly, it's very faithful to the show, although this is something of a double-edged sword.



The main problem is in order to remain faithful to the show you control your character's singing, but you do so using a fairly standard rhythm-action interface. Because singing is more about melody than rhythm, this method of play simply doesn't work.

POP IDLE

The overall appearance of the game is suitably garish, with all the bright lighting and neon sets accurately recreating the look of the show. With the exception of the infamous Simon Cowell, all of the cel-shaded characters are entirely fictional, but Cowell's likeness is excellent. The trousers are pulled up knacker-knackeringly high, and the stroppy facial expression is suitably sour. Also, like the show, the game's at its best when it's being done really badly. When you struggle, the vocals of the song start to go awry, which is humiliating for the player in control and therefore hilarious for anyone else in the room. This might be fun, but one can't help feeling playing well ought to reap some kind of reward as well.

■ GAVIN MACKENZIE

▲ Complaining about the draught won't win you any votes

DRESSED TO COWELL

Just as in the *Pop Idol* show, singing isn't your only quality that comes under scrutiny. You're also judged on your appearance. Exactly how your image is assessed is a bit of a mystery, but it seems like a good idea to change your outfit, your hairstyle and, for the girls, your make-up between each round of the competition.

PSi2 VERDICT

FOR
- Faithful to the show
- So bad it can sometimes be funny

AGAINST
- Rhythm action and singing don't mix
- Rewards failure more than success
- Limited unlockables
- No simultaneous multiplayer duets

ALTERNATIVES
- EyeToy: Groove (Issue 38, 8/10)
- Britney's Dance Beat (Issue 21, 4/10)

LONGEVITY
- Like the *Pop Idol* show, it's fun to laugh at how bad it is, but you soon get sick of it.

OVERALL
As Simon would say, 'That was terrible. I mean, just awful'.

4

PUBLISHER:
Sierra Entertainment
DEVELOPER:
Inevitable Entertainment
ON SALE:
November 22nd
NO OF PLAYERS:
1
PRICE:
£39:99

http://thehobbit.vu-games.com

THE HOBBIT

BUILDING ON THE LUCRATIVE FRANCHISE, THE HOBBIT COVERS BILBO'S ADVENTURES AS HE FINDS THE RING OF POWER – MARIO STYLE!

While film/game tie-ins put a few million into EA's giant money vat, spare a thought for Sierra's *The Hobbit*, a game from the same universe but worlds apart. *The Hobbit* follows Bilbo Baggins of The Shire on an adventure tied closely to the titular tome in a prelude to *The Lord of the Rings*. In fact, the game's 11 levels play out nearly exactly in order, according to the book.

"A CHILLED-OUT ALTERNATIVE"

Older players will scoff at this, perhaps, but play it through you begin to get engrossed in the little fella's adventure. Armed with an elite English voice, Bilbo doesn't strike you as much of an adventurer or fighter. But he has a number of basic moves that make him easy to control. He jumps, swings a stick, uses a sword and throws rocks. Bilbo can also use his stick to pole-vault across larger gaps. Weapons-wise, Baggins has a rather weak swing with basic weapons, but can lock onto targets and fire rocks from a distance.

▲ Bilbo swings around his sword, which glows when there's orcs on the prowl nearby

PRECIOUS

And where would a platform adventure be without pick-ups? *The Hobbit* is no exception. Bilbo picks up rocks, mushrooms, silver, gems and more. Plus the little fella must complete a range of sub-quests, in the tradition of the genre, to gain new objects, weapons and coins.

▲ He might be small, but Bilbo kicks orc arse

Levels-wise things mix up nicely, and are gloriously coloured and well lit. Each area seems solid in its appearance, and their design means they're interesting to venture into and explore. Character design is good enough and in keeping with the game's cartoon style.

Overall, the game's a nice, chilled-out platforming alternative to the hectic hack and slash of EA's *Ring* efforts. It's not the greatest in its genre by any means, but *The Hobbit* taps into the gentler side of Tolkein's world, creating a fun game for younger players to enjoy. ■ BEN KEEN

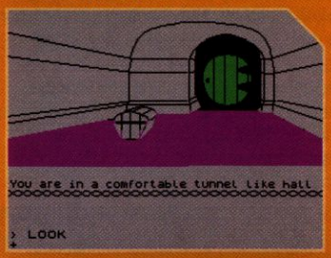
▼ Bilbo explores his house, Bag End, in The Shire

YOU'RE IN A ROOM SURROUNDED BY ORCS...

The original *Hobbit* game was produced wayyyyy back in 1982. This text adventure needed you to guide the action (ahem) by entering written instructions. Even back then it was infuriatingly crap because it didn't recognise the slightest variation on a phrase or word.

Q: Do you want to open the door? A: Yes.
Q: So do you want to open the door? A: YES!!!
Q: I don't understand...do you want to open the door?,
A: Open the door.
Q: You've been killed by a dragon...start again? Y/N?
A: ARRRRHHHH!!!

So before moaning about the new game, remember this steaming pile of poo...



PSi2 VERDICT

FOR
- Level design is colourful and impressive
- Easily picked up and played
- A refreshing alternative to EA's hectic game

AGAINST
- Unoriginal gameplay
- Limited moves and abilities
- Will only really appeal to younger gamers

ALTERNATIVES
- The Lord of the Rings: The Return of the King (Issue 38, 8/10)
- Ratchet & Clank: Locked & Loaded (Issue 35, 9/10)

LONGEVITY
- Pretty big, with lots to do.

OVERALL
A fairly tame, but well presented and enjoyable, platform-jumping action-adventure game.

6

PUBLISHER: Vivendi
DEVELOPER: Argonaut
ON SALE: Out Now
NO OF PLAYERS: 1-4
PRICE: £39.99

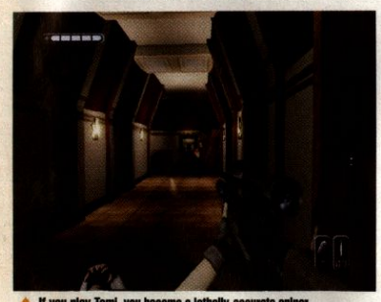
http://www.vugames.com

SWAT
GLOBAL STRIKE TEAM

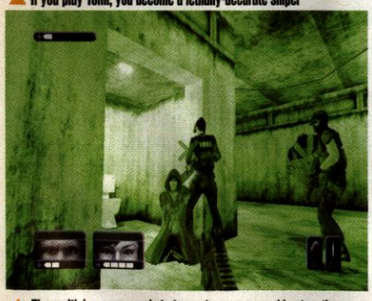
WHEN IT GETS TOO HEAVY FOR THE COPS, THEY CALL IN SWAT, BUT IS THIS ANOTHER BRAINLESS POINT-AND-SHOOT?

▲ When the target turns red, shoot them dead

"MAKE THE BAD GUYS PEE THEIR PANTS"



▲ If you play Tomi, you become a lethally-accurate sniper

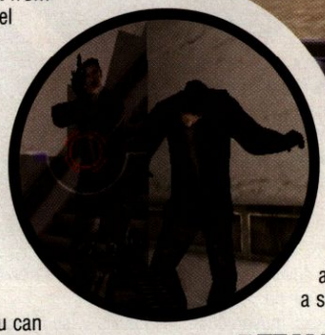


▲ The multiplay co-op mode is fun and sees you working together

As a UK citizen, the only real experience I've had with SWAT teams is getting chased by them in *Vice City*. Plucky Americans get to face them if the normal cops think things are getting a bit sticky. They're cops, but they're armed like Special Forces and train just as hard. They're the cool of the cool, and this game comes close to making you feel part of that.

SPECIAL NEEDS

What you immediately get from *SWAT* is an arcade-like feel and a game you can take as seriously as you like. The first level puts you underneath a bank taken over by terrorists. Your orders are simple; go in, take out the baddies, secure the bombs and try not to kill the hostages. Killing isn't the primary objective here. Aggression, shouting (you can shout varied phrases at them) and big guns make the bad guys pee their pants and surrender. At which point you cuff them and earn points galore for taking them alive. In some cases, taking them out on foot instead of in a bag is essential. It's an interesting idea, and elevates the game above the dumbness of a straight FPS.



TEAM PLAY

It's very rare in *SWAT* that you work alone. Two others come along for most missions. As in *SOCOM*, you dispense orders via your controller or headset to control your team. It's a more interactive feeling on the headset, but it's easy enough to handle on the joypad.

The accessibility and varied missions make *SWAT* appealing. The drawbacks come when the same enemies appear all around the globe. These are minor niggles for a game that takes its subject matter just seriously enough (you can be as tactical or gung-ho as y'like) to make it exciting without over-complicating it. Varied, action-packed, well made and above all, fun. ■ BEN KEEN

"SWAT! GET DOWN!"

There are many ways to get the baddies to crap their pants and give up. Flash-bangs, for instance. But none beat just firing above their heads – not a dry pair of underpants amongst 'em.

PS2 VERDICT

FOR
- Has depth, but easy to pick up and play
- Varied missions, not always as a team
- Well designed missions, graphically impressive
- Voice acting is over-the-top fun.

AGAINST
- Enemies dress the same from Moscow to London...lazy
- Voice commands may get a little repetitive

ALTERNATIVES
- Red Faction II (Issue 26, 9/10)
- Mace Griffin: Bounty Hunter (Issue 34, 9/10)

LONGEVITY
- You've got multiplayer co-op along with plenty of varied missions to beat.

OVERALL
Highly enjoyable tactical first-person shooter. Varied, action-packed and exciting.

7

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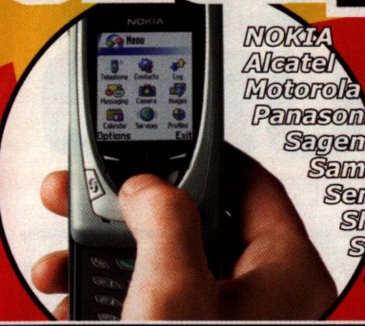

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MUSIC RINGTONES

MONOPHONIC & POLYPHONIC RINGTONES - mono code first, poly code second if available

2Pac - Changes: 5156, POLY 9240
2Pac - Thugz Mansion: 8144
50 Cent - 21 Questions: 8973, POLY 8636
50 Cent - In Da Club: 8133, POLY 8300
50 Cent - Pimp: 9078
Aaliyah - Don't Know: 8583
Aaliyah - I Miss You: 8099, POLY 8301
Abs Ft Nodesha - Miss Perfect: 9144, POLY 9187
All-American - Swing Swing: 9062
Amy Studt - Misfit: 8755, POLY 8639
Ashanti - Rock Wit U: 8784, POLY 8642
Atomic Kitten - The Tide Is: 7603
Audioslave - Cochise: 8068
Avril Lavigne - Complicated: 7977
Avril Lavigne - I'm With You: 8065
Avril Lavigne - Sk8er Boi: 7858, POLY 8312
B2K Ft P Diddy - Bump Bump: 8017, POLY 8314
Benny - Satisfaction: 9017, POLY 9036
Beyonce - Crazy In Love: 8765, POLY 8646
Bhangra - Husan: 8620, POLY 8647
Big Brovaz - Baby Boy: 9197, POLY 9236
Big Brovaz - Favourite Things: 8618, POLY 8648
Big Brovaz - Nu Flow: 7834, POLY 8321
Big Brovaz - OK: 8126, POLY 8322
Black Eyed Ps - Where Is The: 9195, POLY 9246
Black Sabbath - Iron Man: 8256
Blazin' Squad - Reminisce: 8140
Blazin' Squad - We Just Be: 8933, POLY 8932
Blu Cantrell - Breathe: 9065, POLY 9041
Blue - One Love: 7856, POLY 8329
Blue - U Make Me Wanna: 8235, POLY 8330
Blue - Sorry Seems To Be: 7985
Bowling For Soup - Punk Rock: 9028
Britney Spears - I Love Rock Roll: 7882, POLY 8333
Busta Rhymes - I Know What: 8587, POLY 8650
Busted - Sleeping: 9116, POLY 9190
Busted - What I Go To School: 7719
Busted - Year 3000: 8052, POLY 8337
Busted - You Said No: 8590, POLY 8651
Cheeky Girls - Cheeky Song: 7961, POLY 8340
Cheeky Girls - Take Your: 8619, POLY 8654
Christina Aguilera - Can't Hold: 9206, POLY 9238
Christina Aguilera - Dirrty: 7912, POLY 7898
Christina Aguilera - Fighter: 8753, POLY 8655
Christina Aguilera - Beautiful: 7995
CKY - 96 Quite Bitter Beings: 6080, POLY 7168
Coldplay - Clocks: 8248, POLY 8344
Craig David - Rise & Fall: 8609
Daniel Bedingfield - I Can't Read: 8291
Daniel Bedingfield - If You're Not: 7936, POLY 8353
Darkness - Thing Called Love: 9157
Delta Goodrem - Born To Try: 8215, POLY 8359
Delta Goodrem - Lost Without You: 8781, POLY 8772
Dido - White Flag: 9196, POLY 9247
DJ Sammy - Boys Of Summer: 8179, POLY 8365
DJ Sammy - Heaven: 7137, POLY 8366
DMX - X Gon' Give It To Ya: 8593, POLY 8659
Electric Six - Dance: 9235
Electric Six - Danger High: 8019, POLY 8370
Electric Six - Gay Bar: 8724, POLY 8661
Elton John - Are You Ready: 9142, POLY 9174
Elvis vs JXL - A Little: 6817
Eminem - Business: 8997, POLY 8662
Eminem - Cleanin' Out: 7542, POLY 7859
Eminem - Lose Yourself: 8137, POLY 8101
Eminem - Sing For Moment: 8201, POLY 8375
Eminem - Without Me: 6604, POLY 6976
Evanescence - Bring Me To: 8605, POLY 8774
Evanescence - Going Under: 9167
Faithless - Insomnia: 8097
Fast Food Rockers - Fast Food: 8780, POLY 8775
Finch - Letters To You: 8134
Flip & Fill - I Wanna Dance: 8035
Flip & Fill - Shooting Star: 6937
Gareth Gates - Spirit In Sky: 8214, POLY 8393
Gareth Gates - Sunshine: 9217, POLY 9244
Girls Aloud - Life Got Cold: 9130, POLY 9184
Girls Aloud - No Good Advice: 8702, POLY 8664
Girls Aloud - Sound Of The U: 7968, POLY 7971
Good Charlotte - Girls & Boys: 8606, POLY 8665
Good Charlotte - Lifestyles Of Rich: 8070, POLY 8400
Good Charlotte - The Anthem: 8945, POLY 9194
Guns 'n' Roses - Sweet Child: 8589, POLY 6977
Him - Sacrament: 9169
Ja Rule Ft - Mesmerize: 8237
Jaimeson - Complete: 9117, POLY 9175
Jaimeson Ft Angel Blu - True: 8053
Jamelia - Superstar: 9222
Javine - Real Things: 8996, POLY 8993
Jay-Z Ft - 03 Bonnie &: 7949
Jennifer Lopez - All I Have: 8066, POLY 8409
Jennifer Lopez - Jenny From: 7930, POLY 8100
Junior Senior - Move Feet: 8180, POLY 8414
Justin Timberlake - Cry Me A: 8067, POLY 8416
Justin Timberlake - Like I Love: 7851, POLY 8417
Justin Timberlake - Rock Body: 8602
Justin Timberlake - Senorita: 9225, POLY 8778
Kelly Osbourne - Shut Up: 8071, POLY 8420
Kelly Rowland - Stole: 8109, POLY 8421
Kym Marsh - Cry: 8290
Las Ketchup - Ketchup Song: 7799, POLY 7877
Liberty X - Just A Little: 6588, POLY 8430
Limp Bizkit - Eat You Alive: 9224
Linkin Park - Faint: 8726, POLY 8669
Linkin Park - In The End: 5398, POLY 6954
Linkin Park - Numb: 9160
Linkin Park - Somewhere I: 8209
Lisa Maffia - All Over: 8591, POLY 8670
Louise - Pandora's Kiss: 9220
Love Inc - Broken Bones: 8717, POLY 8672
Love Inc. - Superstar: 8012
Lumidee - I'll Never Leave: 9008, POLY 9058
Marcie Blane - Bobby's Girl: 9234, POLY 9237
Marilyn Manson - Mobscene: 8628, POLY 8673
Metallica - Frantic: 9173
Metallica - St Anger: 8934, POLY 8929
Milk Inc - Walk On Water: 7685
Missy Elliott - Work It: 7781
Mis-Teeq - Can't Get It Back: 8974, POLY 8987
Mis-Teeq - Scandalous: 8233, POLY 8448
Motorhead - Ace Of Spades: 6332
Murderdolls - Dead In Hollywood: 7594
Murderdolls - White Wedding: 8946
Muse - Time Is Running Out: 9171, POLY 9245
NAS - I Can: 8251, POLY 8455
Nelly - Dilemma: 7952, POLY 7951
Nelly - Hot In Herre: 6636
Nelly - Shake Ya Tailfeather: 9207, POLY 9242
Nelly Ft - Dilemma: 6946, POLY 7951
Nickelback - How You Remind Me: 6253, POLY 6949
Nickelback - Someday: 9221
Oasis - Songbird: 8125
Panjabi MC - Mundian To: 8054, POLY 8464
Pink - Family Portrait: 7992, POLY 8469
Pink - Just Like A Pill: 7238, POLY 8470
Pink - Feel Good: 8995, POLY 8990
Placebo - Bitter End: 8191
Porn Kings - Shake Ya Shimmy: 8219
Puddle Of Mudd - She Hates Me: 7547
R Kelly - Ignition Remix: 8210, POLY 8476
Rachel Stevens - Sweet Dreams: 9218
Red Hot - By The Way: 6769
Red Hot - Can't Stop: 8143, POLY 8478
Red Hot - The Zephyr Song: 7831
Robbie Williams - Something: 9066, POLY 9052
Room 5 - Make Luv: 8246, POLY 8494
Scooter - Logical Song: 6818
Scooter - Posse: 7943
Scooter - The Night: 8936
Scooter - Weekend: 8249, POLY 8504
Sean Paul - Get Busy: 8262, POLY 8682
Sean Paul - Gimme The Light: 7682
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Sex Pistols - Pretty Vacant: 7533
Shania Twain - Forever: 8745
Shania Twain - Ka-Ching: 8216, POLY 8512
Shed Seven - Why Can't I: 8710
So Solid Crew - Broken: 9223
Stacie Orrico - Stuck: 9120, POLY 9192
Starsailor - Silence Is Easy: 9198, POLY 9243
Stone Sour - Bother: 8091
Sugababes - Round Round: 7530, POLY 8525
Tatu - All The Things She Said: 8108, POLY 8527
Tomcraft - Loneliness: 8608, POLY 8687
Transplants - Diamonds And Guns: 8285
Transplants - DJ DJ: 8744
Ultrabeat - Pretty Green Eyes: 9105, POLY 9188
Voodoo & Serano - Overload: 9113
Wayne Wonder - No Letting Go: 8782, POLY 8700
Westlife - Hey Whatever: 9219
XTM & DJ - Fly On Wings: 8730

TV / MOVIE & OTHERS - WAP REQUIRED TO RETRIEVE POLYPHONIC RINGTONES

633 Squadron: 4376, POLY 8449
Angel: 4603, POLY 8949
A-Team: 6454, POLY 8454
Austin Powers: 1026, POLY 8690
Banana Splits: 5016, POLY 8950
Beverly Hills Cop: 1432
Black Beauty: 5501, POLY 8167
Bottom: 6449, POLY 8951
Buffy: 1028, POLY 8553
Captain Pugwash: 4620, POLY 9239
Dambusters: 5788
Deliverance: 4457
Eastenders: 3632, POLY 8076
Exorcist: 4460, POLY 7167
Formula 1 (Chain): 3592, POLY 9032
Formula 1 Podium Theme: 8257
Friends: 4632, POLY 8535
Godfather: 4461
Good, Bad & Ugly: 4465
Great Escape: 3594, POLY 8956
Ground Force: 7608
Guinness Ad: 4706
Hawaii Five O: 3533, POLY 8695
Hong Kong Phooey: 5844
Italian Job: 5658
Itchy And Scratchy: 4642
Jackass: 8588, POLY 8557
James Bond: 1430, POLY 8077
Jaws: 4462, POLY 8957
Kevin And Perry Go Large: 6286
Knight Rider: 4645, POLY 8696
League Gentlemen: 5865, POLY 9034
Littlest Hobo: 8016
Lord Of Rings: 7950
Magnificent Seven: 4920
Match Of The Day: 1444, POLY 8270
Mission Imposs 2: 1261
Mission Imposs: 1421, POLY 6975
Muppets: 4650
Only Fools Horses: 6732, POLY 8697
Phoenix Nights: 7538, POLY 7541
Pulp Fiction: 6715, POLY 8698
Rainbow: 4924, POLY 8964
Red Dwarf: 3539, POLY 9189
Rocky: 1050, POLY 8542
Roobarb: 1440, POLY 8273
Scooby Doo: 4562, POLY 9241
Simpsons: 1439, POLY 7164
South Park: 5177
Spiderman: 6657
Tigger's Song: 6453, POLY 7163
Winnie Pooh: 3893, POLY 6978

PICTURES / SCREENSAVERS

4270, 7714, 5526, 6698, 7777, 5589, 7328, 4851, 5598, 4287, 7470, 5535, 4036, 5512, 7466, 6860, 6379

ANIMATED SCREENSAVERS

NOKIA 3330, 3410, 5210 & 5510
WAP NEEDED TO DOWNLOAD!

7005 - DOG LICKS SCREEN
6988 - BAD BOY!
7016 - CHEEKY MONKEY
7015 - MAD COW
7121 - SPINNING SKULL
7119 - SCARY MASK

JAVA GAMES

Nokia 3410, 3510i, 6310i, 6610, 7210, 7650 Siemens M50/MT50, C55, S55 Sharp GX-10 Motorola T720 - WAP NEEDED!

Fruit Machine: 8007

Ice Penguin: 8009

OTHERS -
Aston Golf *: 8001
Black Widow: 8002
Chains: 8003
Demon Treasure: 8004
Diamond Mine: 8005
Forge A Fortune: 8006
Hell's Pit: 8008
Pillar Dodge: 8010

HOW TO ORDER
To order a game, send text "psi xxxx" to number 87101, where "xxxx" is the 4 digit game code. All games cost £4.50

*Not Nokia 6310i

www.CheapTones.com, Box 220, M27 0WR. Calls to the Order Line are charged at 60p / min. (Ire 126.91c / min.), average call is 2-3 mins. Call from a landline - charges may be more from a mobile. *Text orders cost £3. Text orders other than Nokia, add manufacturer to end of text message, e.g. "psi 3676 sagem". For the Help Line / Compatibility - call 0871 750 3970. Fax-Back Service 0871 750 3974. Alcatel pictures, operator logos & mono ringtones: 511,512,525,715.Motorola mono ringtones: T192,T193,T250,T260,V100,V50,V8088. Motorola poly ringtones: A830,C330,C333,C336,C350,T720. Nokia pictures, operator logos, poly & mono ringtones: 3510,3510i,3650,5100,6100,6610,6800,7210,7250,7650. Nokia pictures, operator logos & mono ringtones: 3210,3310,3330,3410,5210,5510,6210,6250, 6310,6310i,6510,8210,8250,8310,8850,8890,9210i. Nokia operator logos & mono ringtones: 6110,6130,6150,7110,8810,8910i,9110i,9210,nk702. Nokia operator logos only: 5110,5130,nk402. Nokia mono ringtones only: 6090,8110i,9000i,nk503. Panasonic poly ringtones only: GD67,GD75,GD87,GD88,GD95,GD96. Sagem mono ringtones only: most models - check web site for details. Samsung pictures & mono ringtones: N500,R210,T108. Samsung pictures & poly ringtones: N600,N620,N625,N628,S105,S300,T100,T208,T400,V100, V200,V205. Samsung poly ringtones only: A800,S100. Samsung mono ringtones only: N100,N300. Sendo mono ringtones only: J520,J530,P200,P220,S200,S220. Sharp poly ringtones only: GX-10. Siemens pictures, operator logos, poly & mono ringtones: C55,M55, S55,SL55. Siemens pictures, operator logos & mono ringtones: A50,C45,CL50,M50,ME45,MT45,MT50,S45,SL45. Sony Ericsson poly ringtones only: P800,T300,T310. Trium mono ringtones only: 110,Eclipse,Mystral,Odyssey.

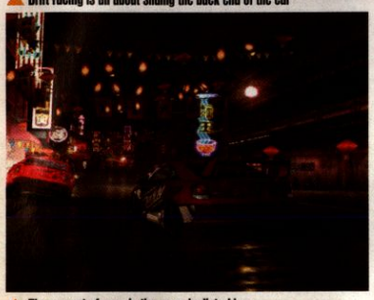
PUBLISHER:
EA Games
DEVELOPER:
EA Canada
ON SALE:
November 21st
NO OF PLAYERS:
1-2 (1-8 Online)
PRICE:
£39.99

http://www.eagames.com

NEED FOR SPEED UNDERGROUND

WHEN IT COMES TO DRIVING LIKE A LOON, JOOLS IS THE MAN FOR THE JOB...

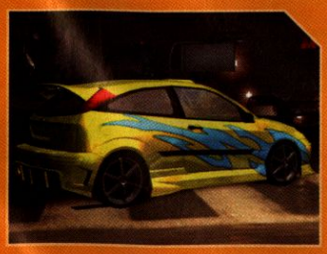
▲ Drift racing is all about sliding the back end of the car



▲ The amount of neon in the game is disturbing

TART IT UP

Even though you start with the basic model, the game offers an incredible array of customisation options, featuring parts from genuine dealers in what's known (to readers of MAX Power anyway) as the 'aftermarket'. This improvement is one of the genuinely satisfying additions to game. You take your humble Ford Focus and turn it into to a fully-decaled, neon-lit, spoilered-up, low-slung, highly-tuned, turbo-charged, nitro-injected street racing beast, all through the money earned by racing. It's incredibly compelling, and the range of parts for 20 cars means there's so much flexibility many cars emerge very differently.



I have an almost insatiable appetite for arcade-style driving games, but until last year, the *Need for Speed* series didn't really set my engine revving. Last year's outing upped things slightly, with improved tracks, better racing and no shortage of speed.

This year, things have changed enormously. Out go the cops, in comes street racing of the kind made famous by *The Fast and the Furious*. This means the high-end aspirational sports cars of previous versions, the Porsches, the Lamborghinis and the Aston Martins, are gone and in come more affordable vehicles from a humble Ford Focus to a Toyota Supra, taking in the likes of a Golf GTi or a Peugeot 205 on the way.

THE MOD SQUAD

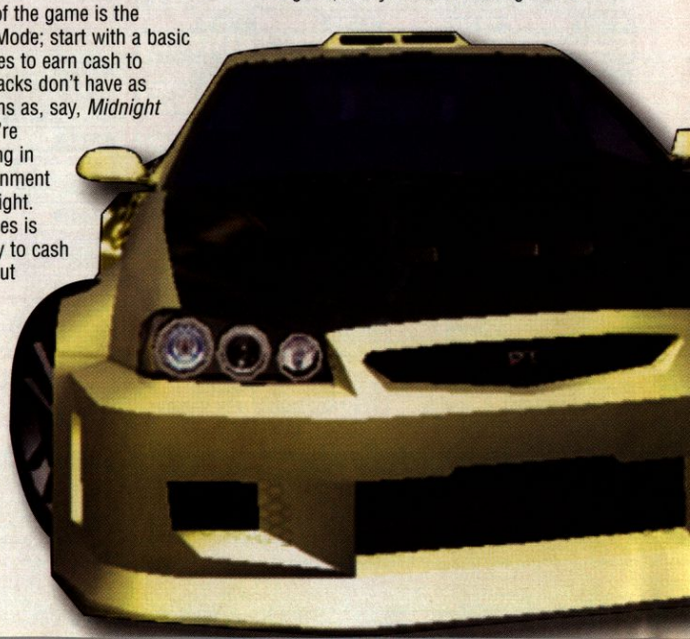
That may not sound exciting, but these are exactly the kind of vehicles your average street racer would own, modding them, dressing them up and lowering them down to make them into genuine street-racing dynamite.

As if all this customisation wasn't enough, you get five kinds of racing, and two are completely new to the series. Circuit Racing, Sprint Racing and Lap Knockout are familiar to *Need for Speed* fans, but the new additions of Drag and Drift come straight from the street racers' repertoire.

RACE FOR THE PRIZE

The main bulk of the game is the Championship Mode; start with a basic car and win races to earn cash to upgrade. The tracks don't have as many sharp turns as, say, *Midnight Club II*, but you're clearly still racing in an urban environment and always at night. Winning the races is naturally the key to cash and progress, but style points, earned for slipstreaming, drifting on corners and near-misses, are useful too. Cleverly, each race has three cash values. Select the lowest value and you're in the easiest race. It means drivers can continually tweak the difficulty level of the game, choosing a challenge best suited to their mood and focus.

The tracks themselves are all very expertly designed, many of them making use of



▲ Add spoilers and body kits to increase your style points

▲ A seriously modded VW Golf

"A REAL STEP UP FOR THE SERIES"

storm drains, hills, tunnels and other little obstacles to make things that bit more interesting. There are plenty of short cuts too. Sure, all of this may have been in *Midnight Club II*, but *Need for Speed* has taken the ideas and made it all that little bit tighter, providing much better racing. It looks great too. The detailed buildings that line the neon-lit streets make the city interesting, while various lighting and special effects turn it into an eye-candy fest. Some might complain the cars are just a wee bit too shiny and polished, but I can live with that. Naturally, the usual carefully-chosen array of the latest urban tunes plays happily in the background while you get stuck into the high-speed driving.

Need for Speed Underground is a real step up for the series. The combination of tight racing action, varied racing styles and a fantastic degree of tuning and customisability elevates this title to near-classic status. If the online racing, which we'll review once the game has gone on sale, is as entertaining, this will fill many a long night. Even as a single-player game, *Need for Speed Underground* is a polished, accomplished and extremely playable driving experience.

■ JOOLS BOARDMAN

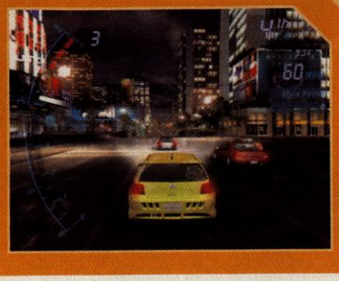
▲ Better looking than Midnight Club II

"NEAR-CLASSIC"

▲ Watch for crossing traffic

DRAG AND DROP

Drag Racing is the straight-line event that demands precision gear changes rather than an excellent steering technique. It's the only race in the game where you're forced to use the gears, and you have to time your changes to perfection (and the game tells you if it's perfect) to get the right speed and acceleration to get to the end of the strip first. Steering isn't a factor, but watch out for the traffic coming across you. This section successfully adds a new flavour to the racing genre. Drift Racing has you earning points for how much you slide the car around specially created courses. Again it's another little bit of variety that seasons the racing nicely.



PSi2 VERDICT

FOR
- Great racing
- Mod your cars
- Plenty of racing modes
- Some excellent tracks
- Online

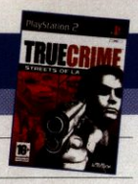
AGAINST
- No vehicle damage

ALTERNATIVES
- Midnight Club II (Issue 32, 9/10)
- Burnout 2 (Issue 25, 8/10)

LONGEVITY
- Maybe a month or so to finish the single-player game, but then you can take your fully-modded street beast online.

OVERALL
A truly great street racer. Highly recommended

9



PUBLISHER: Activision
DEVELOPER: Luxoflux
ON SALE: Out Now
NO OF PLAYERS: 1
PRICE: £39.99

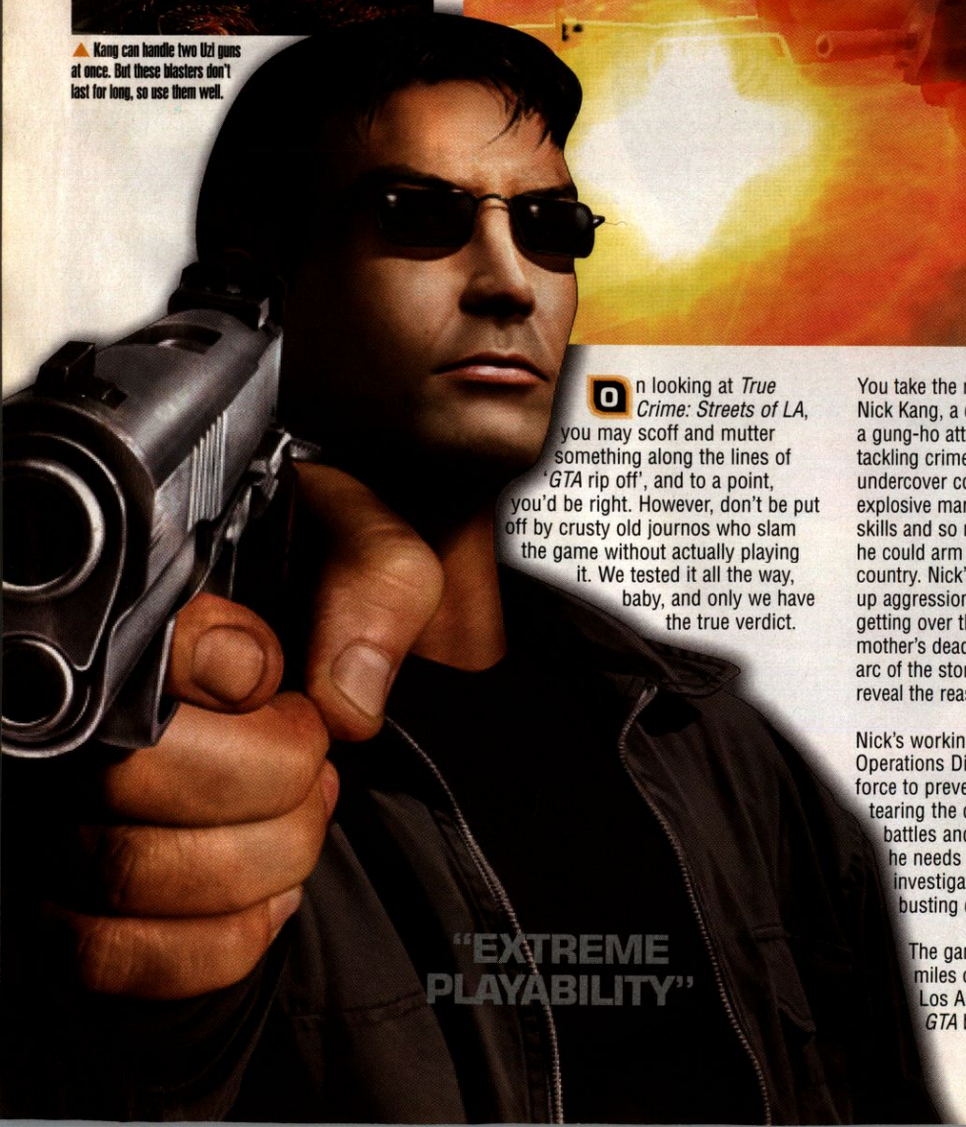
www.activision.com

TRUE CRIME: STREETS OF LA

CAN NICK KANG'S WILD-MAN ANTICS IN LA BETTER VERCETTI'S VIOLENCE IN THE SUN-DRENCHED VICE CITY? PSi2 HAS PLAYED EVERY INCH OF ACTIVISION'S GTA KILLER...

▲ Nick Kang's high kick puts most enemies on their ass

▲ Kang can handle two Uzi guns at once. But these blasters don't last for long, so use them well.



"EXTREME PLAYABILITY"

On looking at *True Crime: Streets of LA*, you may scoff and mutter something along the lines of '*GTA* rip off', and to a point, you'd be right. However, don't be put off by crusty old journos who slam the game without actually playing it. We tested it all the way, baby, and only we have the true verdict.

You take the role of Nick Kang, a cop with a gung-ho attitude to tackling crime. He's an undercover cop with explosive martial arts skills and so many guns he could arm a small country. Nick's got all this pent-up aggression from never really getting over the loss of his parents. His mother's dead and his father's missing, an arc of the story that comes around later to reveal the reasons his father disappeared.

Nick's working with the EOD (Elite Operations Division), and is put on a task force to prevent Russian and Triad gangs tearing the city apart with their gun battles and criminal antics. To do this, he needs to earn upgrades and investigate leads, earning points by busting crime.

The game's a massive 250 square miles of road-for-road recreation of Los Angeles. You'd expect lots of *GTA* bridge-type stylee pauses and loading screens, but incredibly, there aren't. This does mean a lack of detail and interactive interiors, but the developers have made a lot of the environment destructible here, making for some bone-crunching smashes.

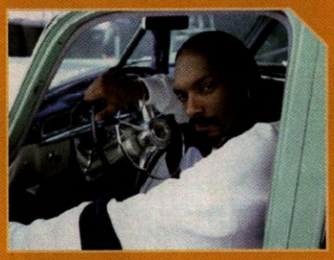
Vehicle-wise, you're spoilt for choice. If you like *The Fast and the Furious* movies, you find similar cars here. Although you start off with Nick's car (with siren), you soon find yourself stealing, sorry, 'requisitioning' other vehicles. The handling of most cars is pretty impressive, but best of all you can fire at suspects ahead, either manually or using a lock-on from your chosen vehicle.

UPGRADES

As mentioned before, Nick can upgrade. His combat and weapons schools are clearly marked out for Nick to locate. Combat schools offer varied

ULTIMATE IZZLE: THE SOUND OF TRUE CRIME...

The undisputed Doggfather of hip-hop, Snoop Dogg, headlines Activision's *True Crime: Streets of LA* soundtrack with an all-new original song. Additionally, the game debuts an unprecedented 50-plus original songs performed by the biggest artists in West Coast rap, including Westside Connection (Ice Cube, Mac 10, WC), E40, KAM, Caviar, Easy-E Jr, Lil 1/2 Dead, Bad Azz, Damizza, Young Billionaires, Sly Boogy, KoKain and Jay-O-Felony. Many of the tracks featured in the game have been themed around the gritty crime drama's action gameplay. *True Crime* also features licensed tracks from old-school West Coast rappers such as Ice T and DOC, as well as contemporary hip-hop acts like NERD

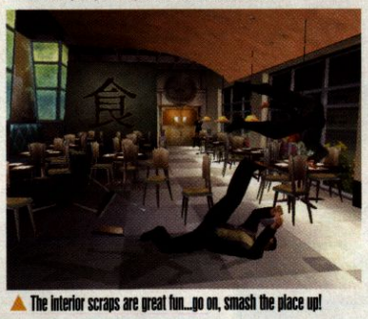


instructions. In some you tackle live opponents, while others offer target practice. Weapons-wise you tackle open and stationary ranges to gain upgrades and new weapons. These are simple to understand, but not easy to complete.

FIGHT CLUB

In many situations, Nick simply has to beat and shoot people all over the place. The combat system works well fisticuffs-wise because of the combos you can execute. Get a little training and Nick becomes a lethal weapon. However, beating criminals into submission is a little tiring and can be lengthy, so you probably end up shooting them. If you choose to do this, you score 'bad cop points', which affect the kind of ending you get. Plus,

▲ Double up on your firepower to out-gun the baddies



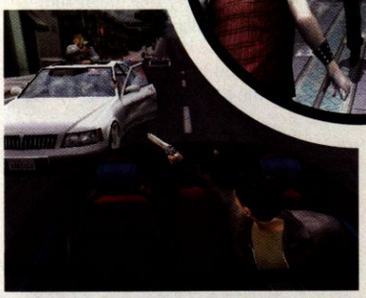
▲ The interior scraps are great fun...go on, smash the place up!

bust the bad meter and you have cops, SWAT and the public on your case.

Gun-wise, Nick can pick up criminals' weapons (anything from an AK-47 to a grenade launcher), upgrade and master new skills. He's also capable of target-firing, which comes in handy when you need to hit snipers or avoid killing hostages.

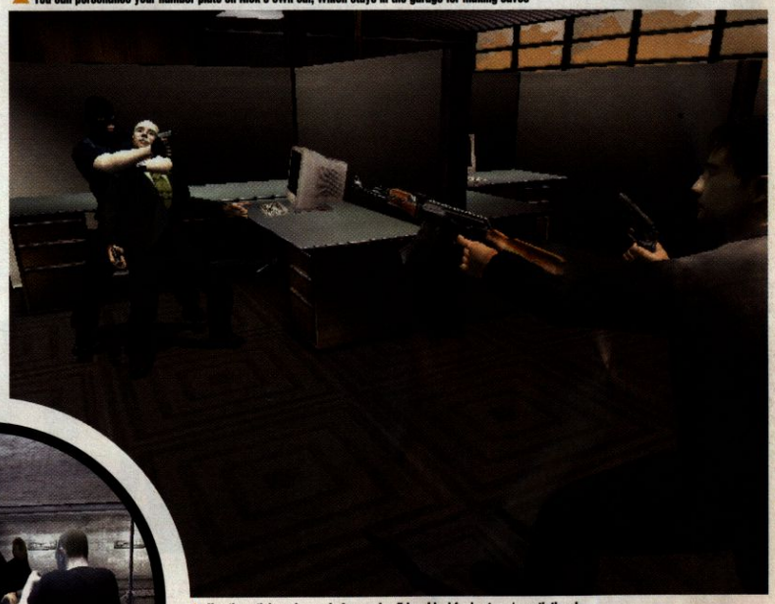
LA STORY

True Crime's arcade-style take on *GTA*, with its superb hip-hop soundtrack t'boot, is refreshing and fun. Questions about iffy AI came up with *GTA*, but got overlooked due to the superb gameplay. The same happens here, as *True Crime* smoothes over its odd AI moments with extreme playability. Okay, there's no helicopters and no boats, but the game is so massive and star-laden (in terms of voices) you rarely notice anything lacking. Anyone who loves freedom in a game, with action on tap, will love it.



True Crime: Streets of LA is an explosive, huge, slick, break-neck adventure that no action-game junkie should be without this Christmas. A first-rate, action-packed game with great gameplay, slick presentation and a tip-top hip-hop soundtrack. Essential purchase. ■ BEN KEEN

▲ You can personalise your number plate on Nick's own car, which stays in the garage for making saves

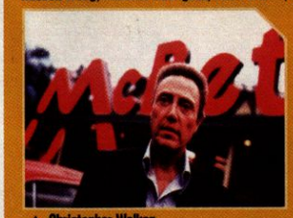


▲ Use the reticle and zoom in for precise firing. Ideal for hostage 'negotiations'

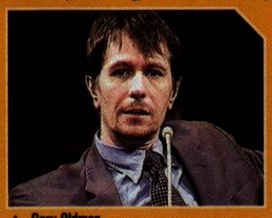
"...250 SQUARE MILES OF ROADS..."

WAIT...ISN'T THAT THINGY'S VOICE?

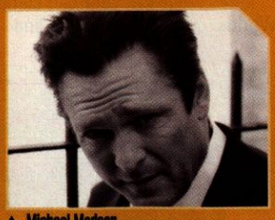
Christopher Walken, Gary Oldman and Michael Madsen lead an all-star voice cast of top Hollywood talent in *True Crime*. Other voice artists include Russell Wong, Michelle Rodriguez, Ron Perlman, CCH Pounder, James Hong, Mako and Keone Young.



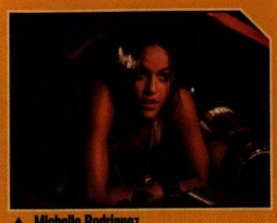
▲ Christopher Walken



▲ Gary Oldman



▲ Michael Madsen



▲ Michelle Rodriguez

PSi2 VERDICT

FOR
- Superb combat gameplay
- Varied weapons
- Huge open LA setting
- Varied missions and interesting sub-missions

AGAINST
- Sub-game crimes can get a bit tedious/repetitive

ALTERNATIVES
- GTA: Vice City (Issue 26, 10/10)
- The Getaway (Issue 27, 7/10)

LONGEVITY
- Utterly huge, with so many alternate endings, vehicles and weapons to find, you'll be busy until *GT4* comes out.

OVERALL
An explosive, huge, slick, break-neck adventure that no action-game junkie should be without.

9

PUBLISHER:
Sony CEE
DEVELOPER:
Evolution Studios
ON SALE:
November 21st
NO OF PLAYERS:
1-4
PRICE:
£39.99

http://www.eu.playstation.com

"ALL THE OFFICIAL CARS AND DRIVERS"

WORLD RALLY CHAMPIONSHIP 3

SONY'S OFFICIAL FIA WORLD RALLY CHAMPIONSHIP GAME IS BACK FOR ANOTHER SEASON...

If you're into rally games, you know Sony's *World Rally Championship* is a well respected series. It may not live up to the standards set by Codemasters' *Colin McRae*, but it packs a decent punch and holds the official licence. The previous two games in the series, whilst reasonably well received, suffered from Sony's indecision as to whether this should be an all-out rally simulation or a more arcade-style experience. With *Colin McRae 04* proving to be a staggering improvement in realism, *World Rally Championship* needs to really up the stakes to be a serious contender to the rally game crown. *World Rally Championship 3* tries to do just that, with some degree of success...

OFFICIAL GAME

This is the official game of the FIA World Rally Championships, folks, and it certainly shows. All the official cars and drivers are here, not to mention all the official stages. The former is nice if you're really into your rally driving, but the latter is possibly *WRC3*'s major selling point. All the official countries are here, from Finland's rolling fjords to Sweden's icy peaks, with all the official rally stages recreated with an impressive level of detail. We doubt every tree, bush and signpost is in exactly the right place, but in terms of course layout *WRC3* is spot-on, allowing you to race around the stages exactly as the pros do in real life.

"A PLEASURE TO LOOK AT"

WRC3's main game mode is, unsurprisingly, the Championship Mode. Here you get to pick your skill level, your car and the real-life driver you want to play as before taking on the world's toughest courses. Everything is laid out just like the real thing; tweak your car, compete in the shakedown and then take on the stage itself. How well you have to perform in the rally is noticeably affected by your difficulty level. On novice level you can pretty-much throw your car around the stages in a relatively carefree manner and still do well, but on the harder difficulty levels you really need to minimise those errors if you want to top the table.

WRC3 is a pleasure to look at, if a little lacking in final polish. The stages are certainly highly detailed, with breathtaking scenery in places, and the car models are as good as any we've seen, employing an

CRASH BANG WALLOP!

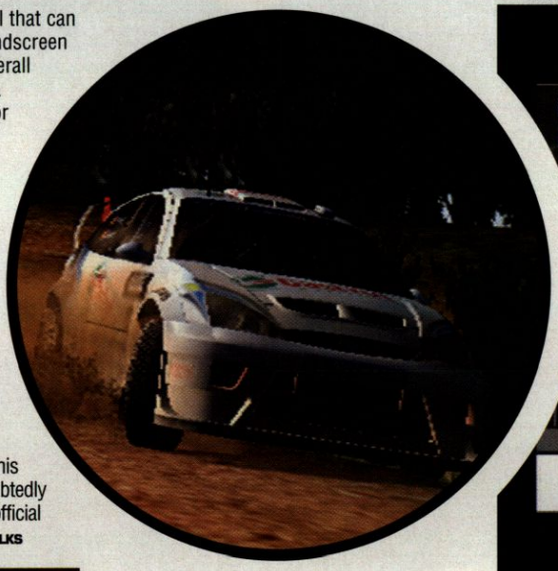
WRC3 retains some of the arcade-style roots of its predecessors, with its crash-bang handling system. The different cars all drive well, and with noticeable differences between them, but the handling system just doesn't seem as solid and robust as you might expect from a rally simulation. Your car has a tendency to bounce off things if you hit them right, and it's not overly difficult to end up flying through the air! Cracking fun, though...

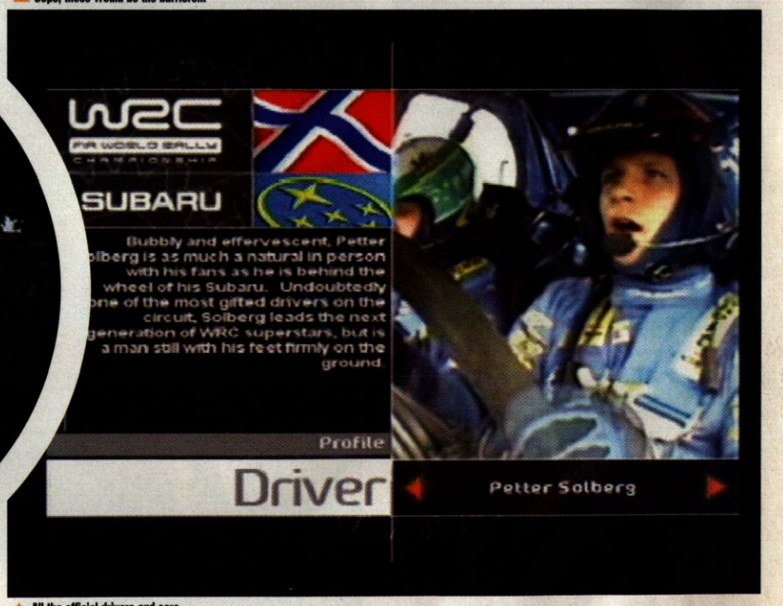
▲ The calm before the storm...

▲ Oops, those would be the barriers...

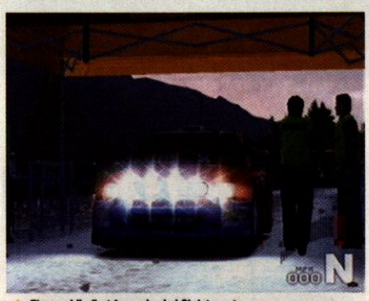
ultra-sophisticated damage model that can have shards of bodywork and windscreen flying in all directions. But the overall picture just seems to be lacking a little something. I'm no stickler for unnecessary lens flare and atmospheric effects, but *WRC3* just looks a little bland in places. I guess in this sense it's very realistic, but it doesn't wow in the eye candy sense that some racing games do.

WRC3 is a very accomplished game. It plays well, looks decent and offers a fine challenge, but doesn't quite go that extra yard needed to really challenge the likes of *V-Rally* and *Colin McRae*. Even so, if you find this in your Xmas stocking, you'll undoubtedly get some mileage out of it and the official stuff is definitely a bonus. ■ JAMIE WILKS



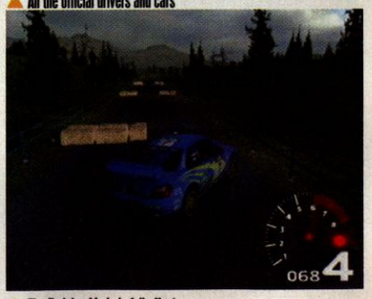


▲ All the official drivers and cars



▲ The world's first four-wheeled Christmas tree...

▲ Crikey, who put this town here?



▲ The Training Mode in full effect...

"LOOKS DECENT"

THE SETUP

The key to performing well in *WRC3*, other than being able to drive well, is in knowing how to set up your car. Bumpy, windy courses call for a soft suspension and brakes biased to the front for quick stopping. Flatter, straighter courses are better suited to harder suspension and a long gear ratio for maximum top speed.

PSi2 VERDICT

FOR
- Official licences
- Loads of courses
- Decent gameplay

AGAINST
- Questionable handling model
- Only three game modes
- Presentation lacks something

ALTERNATIVES
- Colin McRae Rally 04 (Issue 36, 9/10)
- V-Rally 3 (Issue 21, 7/10

LONGEVITY
- Enough courses to last you for ages.

OVERALL
A decent rally game, but there are better ones out there.

7

PUBLISHER: Vivendi Universal
DEVELOPER: Universal Interactive
ON SALE: Out Now
NO OF PLAYERS: 1-8
PRICE: £39.99

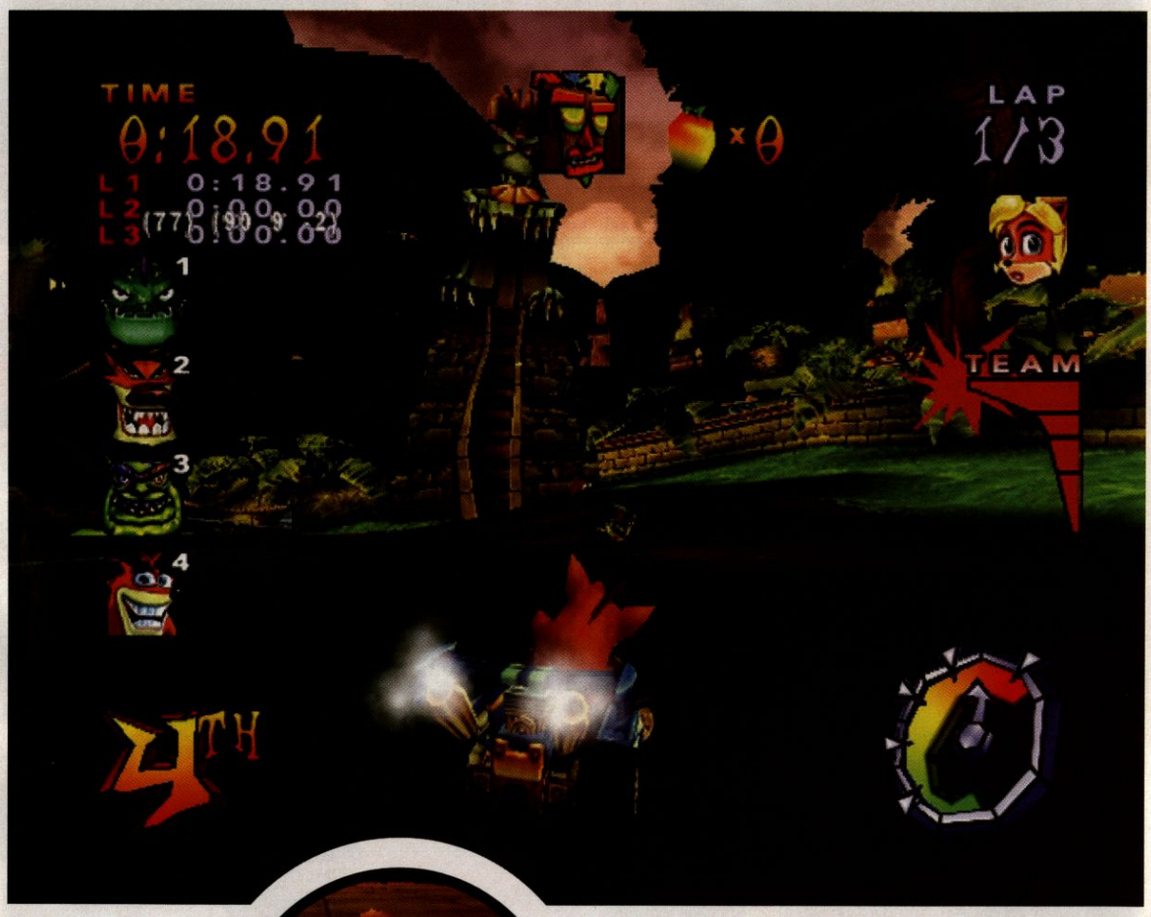
http://www.universalgames.com

CRASH NITRO KART

BELIEVE IT OR NOT, ANTZ EXTREME RACING IS ABOUT TO MEET ITS MATCH...

Use your shield and hit R1 to powerslide around those corners

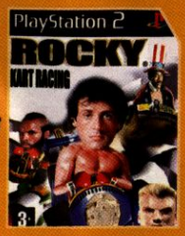
A kart game that spins you upside down? Well I never!



"IT'S THE MULTIPLAYER THAT SELLS THE GAME"

ROCKY KART RACING

Imagine if slur-faced Stallone had a *Rocky Kart* game? Featuring all the key characters in their own levels, look out for Ivan Drago in Russia (obligatory snow/ice level) and Mr T in the ghetto-style stage. Perhaps Rocky could use a hooking boxing glove, or wet towels to scupper other racers, and gum-shields and spit buckets to slip 'em up. Now that's a kart game I'd love!



Wayyyyy back in the mid-Nineties when we first unwrapped our PlayStations, *Crash Bandicoot* was one of the first games we marvelled at on the new machine. A stream of quality sequels stretched the franchise, from puzzle games to kart racing. They all worked and they all sold well, then Vivendi Universal took over and the franchise continues on the PS2.

In this fresh, new kart game, all the key characters, good and bad, are present. They've been kidnapped by the ruthless Emperor Velo and forced to race in his galactic coliseum. The new game invites you to choose one of the various characters from Crash's world and race through 17 tracks through four strange and varying worlds, including lush jungles, erupting volcanoes, futuristic cities and space stations. Modes-wise, it's pretty standard stuff. Single-player action, arcade and time trials, whilst a very decent multiplayer allows up to eight players to compete (using multiple systems).

It's a decent kart game, with everything you'd expect from a title in the genre. It's easy to pick up, fun to play and the gameplay is super-friendly (drop to the back and you can easily catch up). The advanced skills like power-slides and jumping to get boosts add interest, but it's the multiplayer that sells the game. Like previous *Crash* titles, this benefits by allowing you to choose which level you take on with what character. This limited freedom makes the game a lot more enjoyable.

The only major drawback is the price. How anyone can stick a £40 price tag with a straight face on a game clearly aimed at kids is beyond me. This gripe over price aside, *Crash Nitro Kart* is one of the best kart games on the PlayStation2 so far. Colourful, fun and well designed. Don't expect to be amazed, but you'll be entertained. ■ BEN KEEN

PSi2 VERDICT

FOR
- Tracks colourful, well designed and varied
- Freedom to choose tracks is a bonus
- Varied games and multiplayer make it fun
- In-track obstacles are imaginative

AGAINST
- Not graphically stunning
- Pricey for what it is

ALTERNATIVES
- Antz Extreme Racing (Issue 24, 4/10)
- Star Wars: Racer Revenge (Issue 19, 7/10)

LONGEVITY
- Lots of tracks, modes and multiplayer means you'll regularly come back.

OVERALL
A cracking little kart game, with only a hefty price tag holding it back from an '8'.

7

PUBLISHER: Konami
DEVELOPER: Hudson Soft
ON SALE: November
NO OF PLAYERS: 1-2
PRICE: £39.99

http://www.konami.com

▲ An abundance of cleavage is an absolute must in any beat-'em-up nowadays

▲ New character Nagi wiggles her hips as she changes into a beast

▲ Lightning, blood, fire and fur. *BR4* has it all

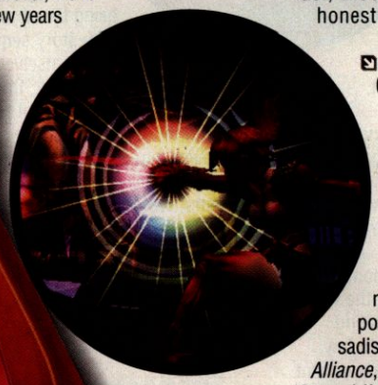
▲ Some of the characters in *BR4* can fly. Sort of...

BLOODY ROAR 4

UNLEASH THE ANIMAL WITHIN, WITH THE FOURTH EVOLUTION OF THE DOMINANT BEAST-'EM-UP IN THE PACK...

There was a time when *Bloody Roar* could've been a contender. The first two games in the series (on PSone) provided perfectly respectable alternatives to Namco's heavyweight pairing, *Tekken* and *Soul Calibur*.

Even *Bloody Roar 3*, released during the early days of PS2, could square up comfortably against the then-competition, *Tekken Tag Tournament* and *Dead or Alive 2*. However, we're a few years down the line now. Many games, including *Soul Calibur II* and *Tekken 4*, are more than just PSone games with higher-resolution graphics. Unfortunately, Hudson Soft doesn't seem to have kept up to speed. While the characters still look very cool and the special effects are undeniably dazzling, the game as a whole seems rather old. If it weren't for a few new characters and arenas, and the new Career Mode (see boxout), you might as well be playing *Bloody Roar 3*. In fact, *Bloody Roar 3.5* would be a more honest title for the game.



THEY'RE NOT SO GRRRRREAT

Still, there's no doubting that leaping on your opponent, biting his face off, then tossing him over your shoulders into a wall is a hell of a lot of fun, and the viciousness of *Bloody Roar 4*'s moves is one of its strong points. We're not talking tasteless sadism á là *Mortal Kombat: Deadly Alliance*, but it causes a gasp here and an 'Oooooh!' there. Altogether, while it's by no means a bad game, there are now so many superior titles in the genre it's difficult to recommend it to anyone but the devoted beat-'em-up collector. ■ GAVIN MACKENZIE

"BITE YOUR OPPONENT'S FACE OFF"

DNA TESTING

The Career Mode is a new addition to *Bloody Roar*, and allows you to customise a character and unlock bonuses by making your way across a map, having fights and earning DNA Points. There's loads of different stuff to unlock, but the fights are always just straightforward matches, which makes this mode pretty dull compared to the excellent Story Mode in *Soul Calibur II*.

PSi2 VERDICT

FOR
- Spectacular fights
- Easy to pick up
- Imaginative characters

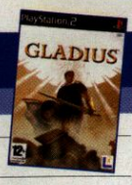
AGAINST
- Dated visuals
- Lacks the depth of some of its rivals
- Can feel a bit sluggish

ALTERNATIVES
- Soul Calibur II (Issue 34, 9/10)
- Tekken 4 (Issue 25, 9/10)

LONGEVITY
- The Career Mode is an attempt to add longevity to this fun game, but it isn't varied enough to hold your attention for long.

OVERALL
BR4 is a lot of fun, but it's been rather left behind by other games in the genre.

7

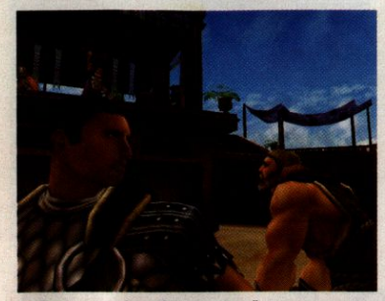


PUBLISHER: Activision
DEVELOPER: LucasArts
ON SALE: November 21st
NO OF PLAYERS: 1
PRICE: £39.99

www.lucasarts.com

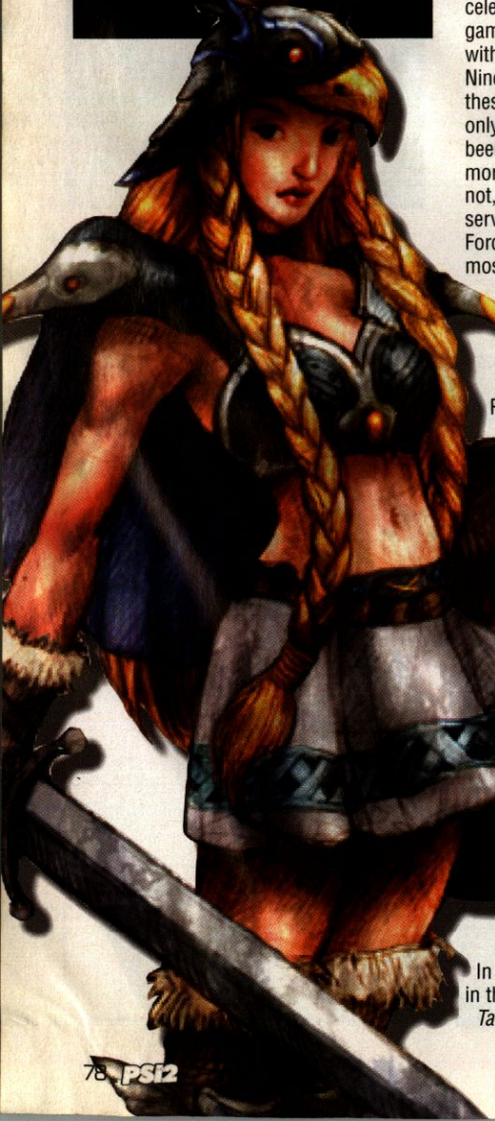
GLADIUS

HE'S NO STAR, AND HE'S CERTAINLY BEEN THROUGH THE WARS, BUT TIM WRIGHT IS OH SO GLAD(IUS) LUCASARTS IS BACK ON FORM...



▲ The cut scenes advance the story pretty well

▲ The gladiators get a bigger crowd than the Arsenal, though we doubt they're as aggressive or violent...



Star Wars. Lots of *Star Wars*. This has been pretty-much the mantra for LucasArts since they moved away from the celebrated adventure games I grew up with in the Nineties. However, these games have only occasionally been any good and more often than not, they merely served to sap The Force from even the most loyal fan's light saber with their quick cash-in approach to development.

Gladius might just change that. Taking a leaf from Japanese RPG makers, *Gladius* is a turn-based strategy role-player with just a hint of Russell Crowe.

Gameplay consists of exploring the world map, visiting towns to buy new equipment and getting into battles – the classic RPG formula. You can also recruit new gladiators to expand your party, or throw money at candidates to buy their support.

GLAD TO BE ARMED

In combat, it's traditional strategy action in the *Vandal Hearts* or *Final Fantasy Tactics* vein, but with the usual grid-based system disguised somewhat by using realistic 3D environments. It's every bit as compelling as those games, but the added visual polish gives this a fresh feel lacking from most Identikit strat-RPGs.

The impressively-detailed 3D models used are also a boost, with the same level of graphic detail being found in both the lengthy story sequences and the battles themselves. All this eye candy comes at a cost, though. The frame rate tends to stutter at times, and the amount of disc-thrashing going on is disconcerting. But not quite as disconcerting as the lengthy loading screens, which seem to pop up every five seconds at times.

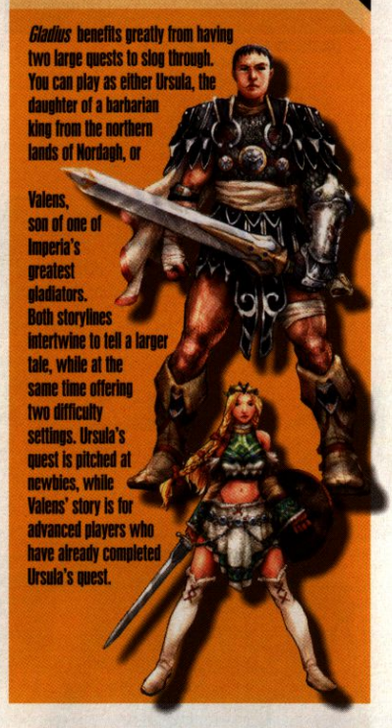
Still, it's not enough to detract from a very solid, enjoyable and well scripted RPG that proves there's more to LucasArts these days than a Galaxy Far, Far Away... ■ TIM WRIGHT

"TAKES A LEAF FROM JAPANESE RPG MAKERS"

▲ So that's what the lead singer from Bad Manners is doing now...

TWO-PRONGED ATTACK

Gladius benefits greatly from having two large quests to slog through. You can play as either Ursula, the daughter of a barbarian king from the northern lands of Nordagh, or Valens, son of one of Imperia's greatest gladiators. Both storylines intertwine to tell a larger tale, while at the same time offering two difficulty settings. Ursula's quest is pitched at newbies, while Valens' story is for advanced players who have already completed Ursula's quest.



PSi2 VERDICT

FOR
- Polished graphics
- Strong storyline and presentation
- Enjoyable strategy battles

AGAINST
- Lots (and lots) of disc-accessing pauses
- Some frame rate niggles

ALTERNATIVES
- Dynasty Tactics (Issue 28, 7/10)
- Circus Maximus (Issue 21, 7/10)

LONGEVITY
- Two lengthy quests to slice through – should keep you busy

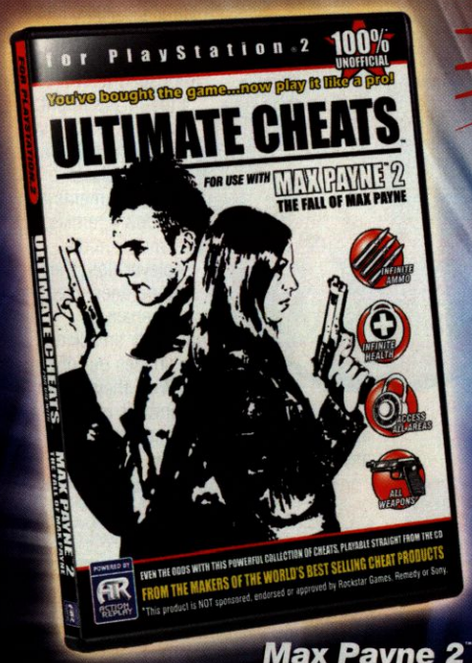
OVERALL
A very proficient RPG from LucasArts – a welcome return to form.

8

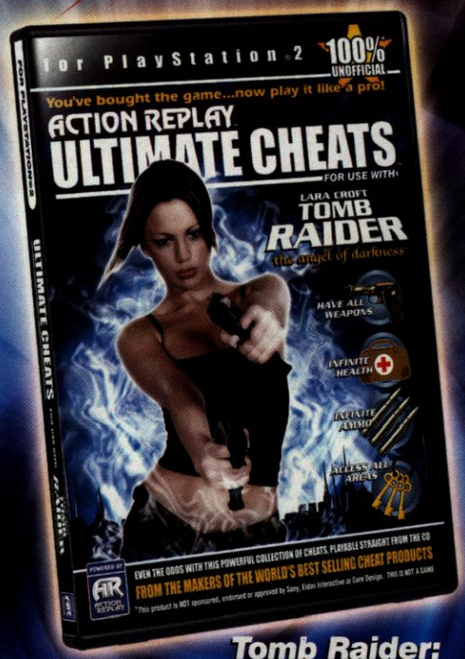
FOR PLAYSTATION 2

6 OF THE BEST

100% UNOFFICIAL!



Max Payne 2™



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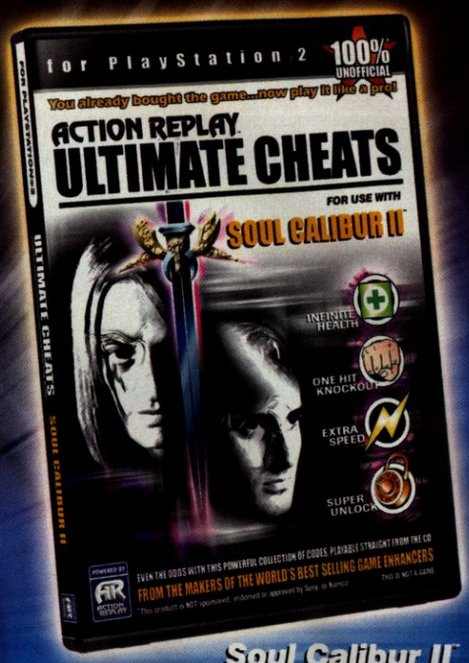

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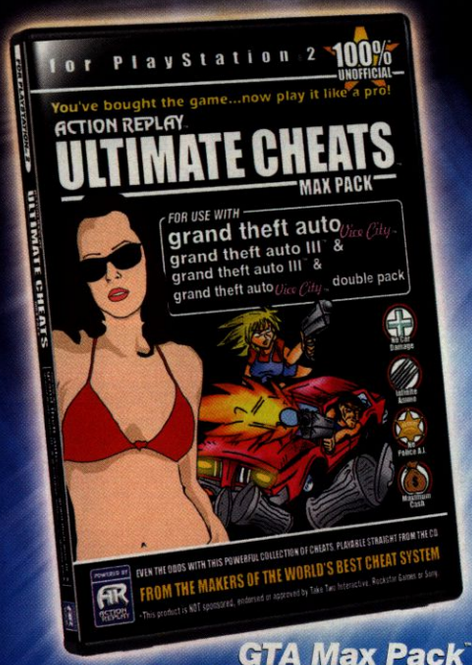

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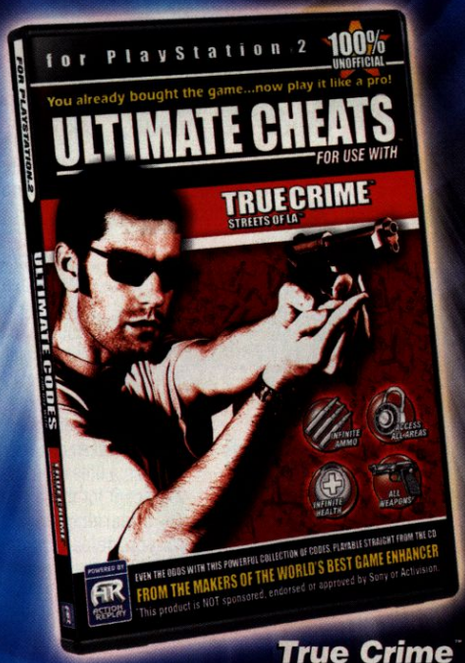
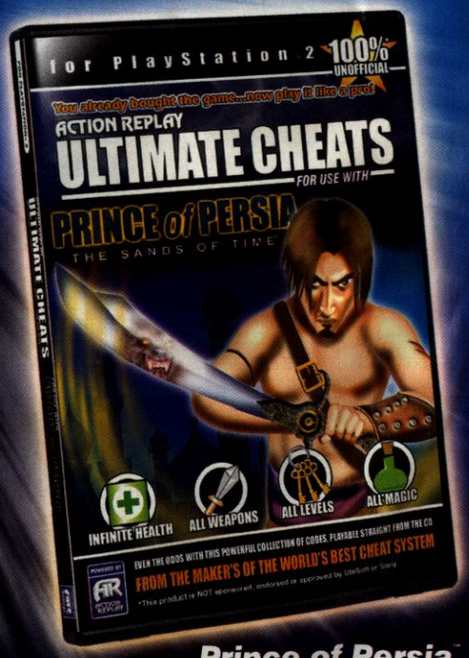


True Crime™



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PUBLISHER: Acclaim Entertainment
DEVELOPER: Acclaim Entertainment
ON SALE: Out Now
NO OF PLAYERS: 1
PRICE: £39.99
http://www.acclaim.com

GLADIATOR: SWORD OF VENGEANCE

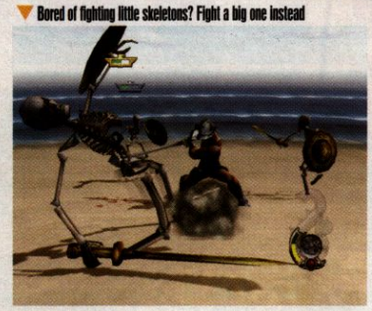
IT'S MORE VIOLENT THAN A NIGHT OUT WITH RUSSELL CROWE, BUT IS IT AS MUCH FUN?

Never has excessive bloodshed been so unsatisfying

Gladiator: Sword of Vengeance isn't a tie-in with the *Gladiator* movie, but if it was, it would at least have some sort of excuse for being; well, crap.

The development team could've said, 'we knew it would sell through the licence alone, so it didn't seem worth polishing the graphics, devising some gameplay ideas or attempting to create some sort of atmosphere. We thought we might as well just knock up a main character, some bland environments and a few enemies, and have the player fight the same ones over and over again by randomly smacking seven shades out of the buttons'. Well, they had no such excuse, but this is apparently exactly what they did anyway... ■ GAVIN MACKENZIE

Bored of fighting little skeletons? Fight a big one instead



PSi2 VERDICT

OVERALL
A resolute thumbs down. Throw it to the lions.

4

PUBLISHER: Atari
DEVELOPER: Dimps
ON SALE: November 14th
NO OF PLAYERS: 1-2
PRICE: £40
http://www.atari.com

DRAGONBALL Z: BUDOKAI 2

LOTS OF BIZARRE CHARACTERS CREATED BY AN APPARENT MUSCLE FETISHIST KNOCK SEVEN BELLS OUT OF EACH OTHER...

It's a simple concept that's had a simple execution. *Dragonball Z: Budokai 2* is based on the Saturday morning cartoon that has fantastic and furious fights every 15 seconds or so – no wonder kids are so violent.

The cut scenes offer a nice break from the action

Budokai 2 comes replete with the usual manner of combos, blocks, counterattacks and special moves. But the emphasis is most definitely fixed on kids. It's a lot slower-paced than the likes of *Tekken* or *Street Fighter*, and feels a little more *Virtua Fighter* (except for the laser beams part). And learning skills and moves as you defeat opponents is a neat little twist.

The presentation is second to none. The cel-shaded graphics capture the feel of the cartoon. Certain combos result in entertaining cut scenes as you pound your opponents into the ground.

Budokai 2 is certainly an above-average fighter, but doesn't quite match up to the big leagues. But for kids taking their first steps into the world of fighting games, it's the right foot forward, and up into the chin. ■ KEVAN MANDER

Hi-Ru-Ken, oh sorry, wrong move

PSi2 VERDICT

OVERALL
Nice one for the kids. Parents will probably want to look elsewhere.

7

a great save!

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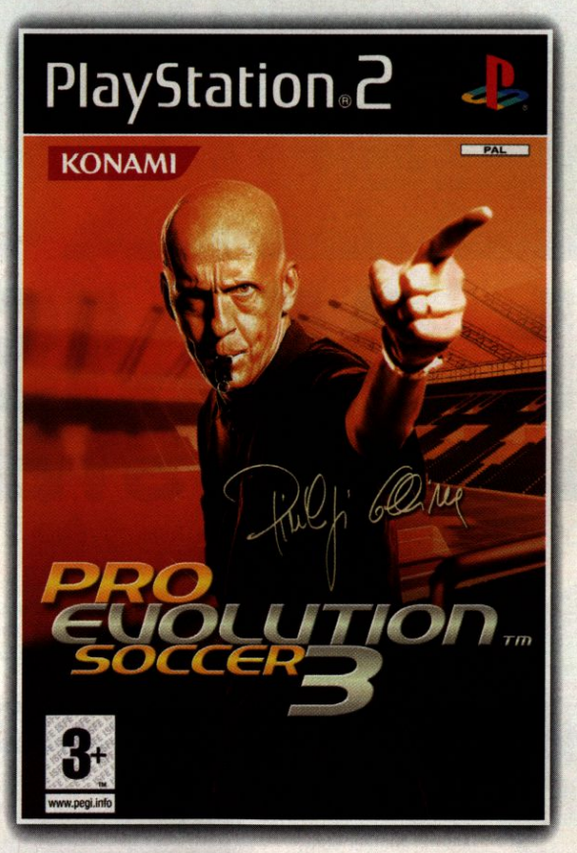

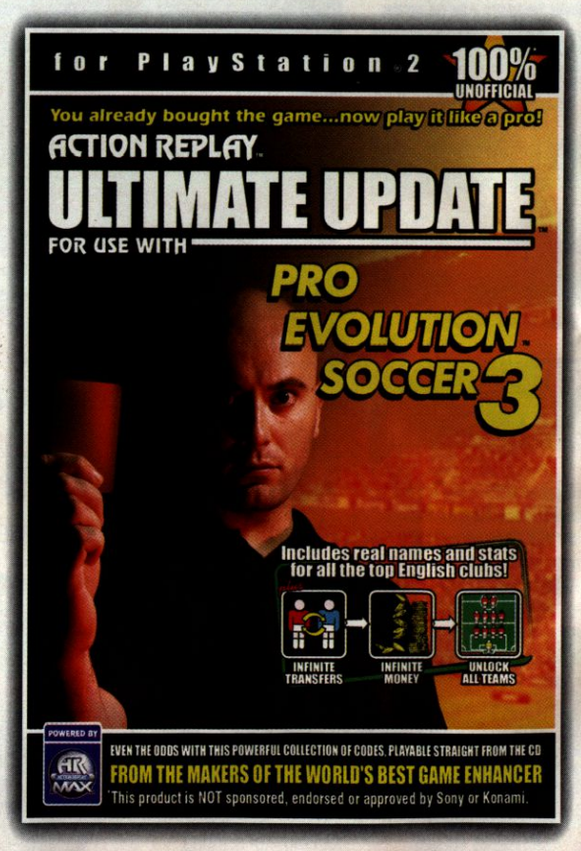

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PUBLISHER: Vivendi Universal
DEVELOPER: Swingin' Ape Studios
ON SALE: December
NO OF PLAYERS: 1-2
PRICE: £39.99

www.metalarms.com

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▲ An onscreen display gives weapon info and ammo count

▲ This Elite Guard is larger, stronger, faster and more intelligent than the standard Mil Grunt

METAL ARMS: GLITCH IN THE SYSTEM

FROM NUTS AND BOLTS AND POOLS OF LEAKY ENGINE OIL COMES GLITCH, VIVENDI'S NEW ROBOT RENEGADE...

Rescued from a scrapyard, Glitch has been re-tuned with one purpose in mind. He must overthrow the evil General Corrosive and his armies of Mil bots, free his Droid comrades from slavery and become your average, gun-toting working class hero.

MILS AND BOOM

Glitch has many Weapons of Mass Destruction, featuring a choice selection of gung-ho guns and bombs, all tailor-made to help in different scenarios. He can be armed in both hands, which offers some nice techniques. For example, throw a grenade to stun the bot immobile, then finish it with a blast from your Scatter Blaster. There are combinations for almost every occasion. The numerous rankings of enemy bot AI can be pretty unforgiving at times, so you have to think creatively.

Even if you tire of Glitch's skills, you can have a quick burst in another body, or take a vehicle for a spin. You can even use Recruiter Grenades to convert Mils to work with you (particularly good in multiplay modes). The apt first-person shooter control scheme works well, and is structured so changing arms doesn't interrupt play. And Glitch feels uncommonly lithe, bounding around the screen, his machine gun fire leaving trails of illuminating neon spray.

"NO CHANCE FOR BOREDOM TO SET IN"

Don't dismiss this as just another mech battler. *Metal Arms* really offers no chance for boredom to set in. Admittedly, it's disappointing that PS2 gamers have been denied a four-player experience in multiplay. But to be honest, this would be a decent game with Glitch alone. Its off-beat gameplan deals out a good variety of sniping, puzzling, sneaking and testing shoot-'em-up challenges. ■ LISA ASH

SHORT CIRCUIT

The real draw is Glitch's novel ability to hack into and occupy other robots. Ram his Control Tether gun into a Mil and you can hijack the enemy and use their own firepower against them. You can even jump in a vehicle to cover extra ground. This is a great aspect to the gameplay where you can play as up to 12 allied or enemy bots (including bosses). But expect resistance from the larger bots, and remember, you must have a strategy in place because once you disconnect, the Mil regains consciousness and turns on you. One solution is to place it in a vulnerable position. For example, next to a chassis-shattering drop. He, he.

PSi2 VERDICT

FOR
- Loads of levels and weapons
- Play as enemies and bosses

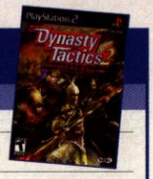
AGAINST
- Too unforgiving for some
- Two-player only for PS2 multiplayer

ALTERNATIVES
- Ratchet and Clank 2: Locked & Loaded (Issue 37, 9/10)
- Armored Core 3 (Issue 32, 7/10)

LONGEVITY
- Forty missions in all, which demand a dedicated week out of your life. Plus the three multiplay modes gives a good amount of replay value.

OVERALL
Challenging and diverse bot battling.

8



PUBLISHER: Koei
DEVELOPER: Koei
ON SALE: 14th November
NO OF PLAYERS: 1-2
PRICE: £39.99

http://www.koei.com

DYNASTY TACTICS 2

A RARE TURN-BASED STRATEGY TREAT FOR THE PS2 – PREPARE TO GIVE THAT CHIN A GOOD STROKE...

While *Dynasty Tactics 2* shares a name and a cast of characters with the popular *Dynasty Warriors* series, the similarities pretty-much end there. Where *Warriors* is a hack-'n'-slash fest on a grand scale, with just a pinch of strategy stirred into the slaughter, *Dynasty Tactics* is pure strategy. The muscles likely to be given most exercise while playing this game aren't those in your thumbs, but the ones on your furrowed brow as you figure out the best way to outsmart the game's rapier-sharp AI. In fact, if you haven't played the original *Dynasty Tactics*, you probably spend the first hour or so just figuring out what's going on and what any of it has to do with you.

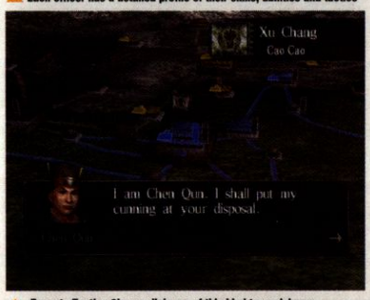
BE PATIENT, YOUR TIME WILL COME

However, one thing *DT2* arguably does better than any other game on the PS2 is reward patience. Once you get over the initial bemusement, a truly engaging game with a steep, but not unassailable, learning curve begins to emerge. You get battered left, right and centre on your first few attempts, but in walloping you, the CPU teaches you valuable lessons. These lessons improve your subsequent plans, and before long, it's the computer opponents who're on the receiving end of a sound, clinically-executed kicking.

Of course, only players of a suitably beardy disposition appreciate the sense of satisfaction and achievement gained with each step of progress through *DT2*. Such gamers are ill catered for by the PS2, so for them at least, this is very welcome. ■

GAVIN MACKENZIE

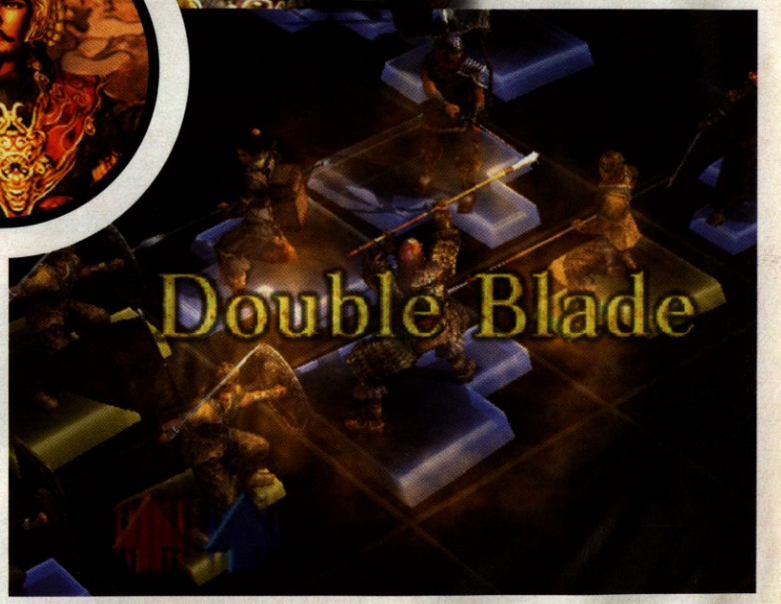
Each officer has a detailed profile of their skills, abilities and tactics



Dynasty Tactics 2 keeps dialogue of this kind to a minimum

Before each battle, improve your chances using a variety of methods

"PURE STRATEGY"



Sandwich an opponent between two of your units and they unleash this powerful special move

GO ON, SHAKE YOUR TACTIC

The key to success in *Dynasty Tactics 2* is stringing together the tactics of your various units, in order to execute powerful combos. In this relatively simple example, Lu Bu is about to 'Repel' the enemy unit...

As well as causing heavy damage, this forces the enemy back into Zhang Liao, triggering his 'Pierce' attack and resulting in a Two-Tactic Combo. Not bad, but for some serious punishment (and confusion), you should aim for a Four, Five or even Six-Tactic Combo.

PSi2 VERDICT

FOR
- Loads of strategic depth
- Gorgeous cut scenes
- The PS2 lacks games of this kind

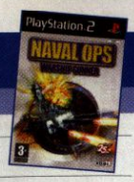
AGAINST
- Slow gameplay
- Difficult to get your head around
- Not much different to its prequel

ALTERNATIVES
- Kessen 2 (Issue 19, 7/10)
- Ring of Red (Issue 9, 7/10)

LONGEVITY
- This either bores you within minutes or thoroughly engrosses you for months.

OVERALL
More of the same for a small pocket of devoted fans.

7



PUBLISHER: KOEI
DEVELOPER: KOEI
ON SALE: Out Now
NO OF PLAYERS: 1
PRICE: £40

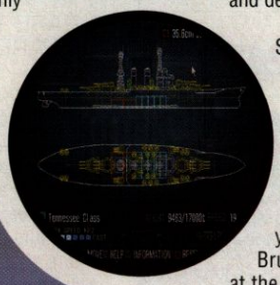
http://www.koei.com

NAVAL OPS: WARSHIP GUNNER

ARR-HARR, IT MAY NOT BE PIRATES, BUT THERE ARE PLENTY OF SALTY SEA SHANTIES TO BE SUNG IN THIS STRATEGY ACTION GAME...

As far as action strategy goes, KOEI has whittled out a nice little niche. *Naval Ops* sticks you on the high seas on a parallel world, with a ship and crew to command.

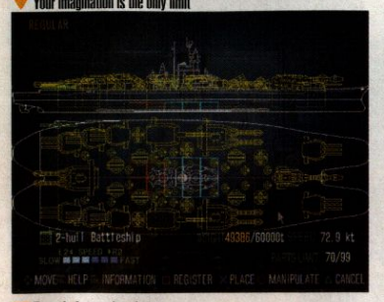
Various missions require you to sink ships, blow up planes and take on land-based sea defences. It's certainly action-packed as you face up against ships, partly because you cannot attack and defend yourself from incoming fire, like torpedoes, at the same time. Quick fingers are required if you want to juggle movement, fire and defence successfully.



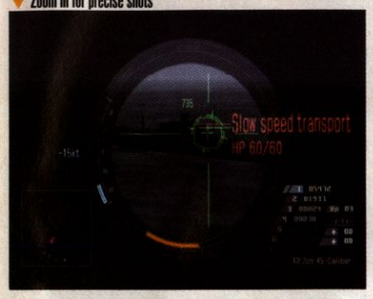
Simulation fans should probably look elsewhere as the game has ships that can turn on a penny. But there's more involved update section that sees you picking up power-ups and cash as you progress. Budding Brunels can use these back at the base to refit your current ship or design new behemoths to inspire sea stories.

Naval Ops is all about thought, action and adventure. While it doesn't match up to the *Dynasty Warriors* series, they share the same feel. ■ KEVAN MANDER

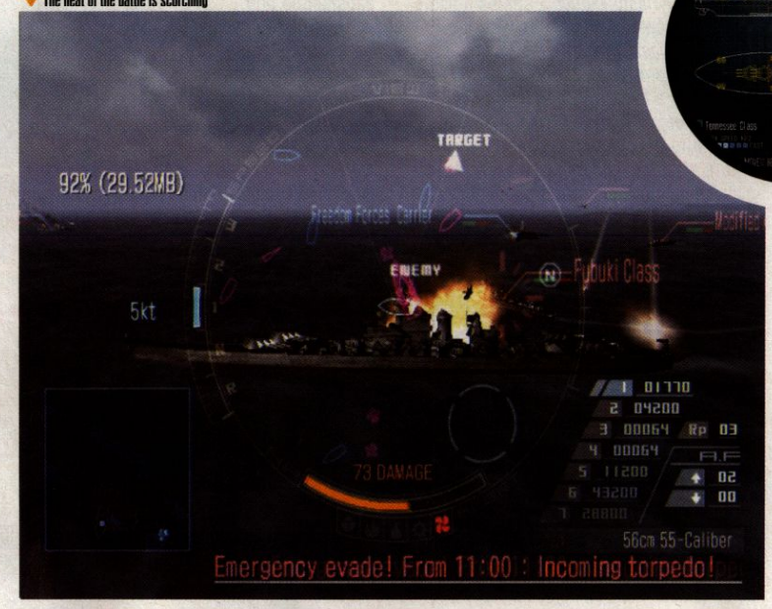
▼ Your imagination is the only limit



▼ Zoom in for precise shots



▼ The heat of the battle is scorching



PSi2 VERDICT

OVERALL
Interesting game, but let down by overwhelming controls and simplistic gameplay.

6

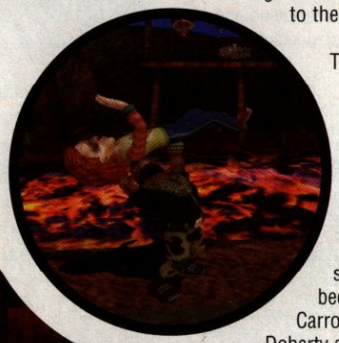
PUBLISHER: Take Two
DEVELOPER: Big Ape
ON SALE: Out Now
NO OF PLAYERS: 1-2
PRICE: £30

http://www.take2games.com

MTV'S CELEBRITY DEATHMATCH

THE FAMOUS SHOW HAS TAKEN A LONG TIME TO APPEAR ON CONSOLES. WE CAN'T HELP BUT WONDER IF ITS FAMOUS ANTICS ARE REALLY THAT POPULAR ANY MORE?

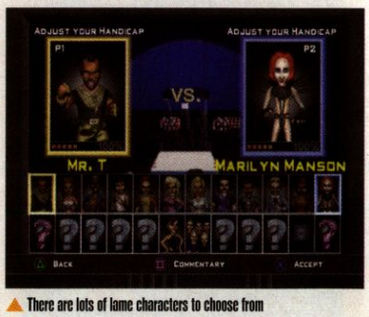
Celebrity Deathmatch sees you recreating the wrestling antics of the MTV animation show pitting clay models of famous celebrities against each other as they fight to the death in surreal ways.



The game really lacks scope. There are only two game modes with deathmatches, and six three-fight, episodes. When you talk about the celebs, they have really scraped the barrel with some of them. Has-beens like Jerry Springer, Carrot Top, Shannen Doherty and Tommy Lee make appearances. However, some are world-class talents like Justin Timberlake (though he's still part of NSYNC in this), and Anna Nicole Smith are also there.

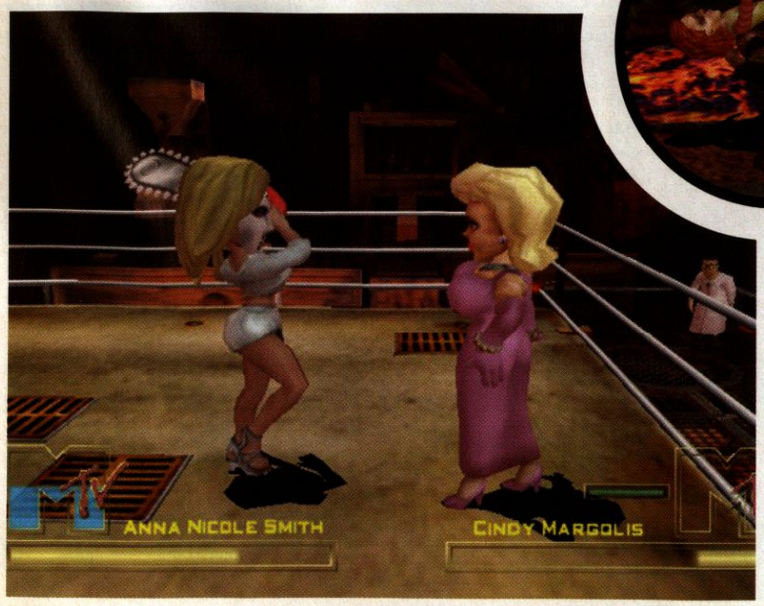
Fights are rude, crude and gory. Moves are character-specific and really require a knowledge of the fighter to be funny. Mr T dropping the A-Team van on opponents and Ron Jeremy's disco-ball moves raised a smile.

Longevity is a problem here. You're done in a day, and there's nothing else to do apart from create your own celeb from a palette of body parts that's far too limited to create credible representations of your favourite superstars.



▲ There are lots of lame characters to choose from

There are better games. Maybe not as surreal or as funny, but longer, more involving and more of a challenge.
■ KEVAN MANDER



PSi2 VERDICT

OVERALL
Lacks length, major celebs, different moves, a variety of events or anything to recommend it.

3

PUBLISHER: Electronic Arts
DEVELOPER: EA Canada
ON SALE: Out Now
NO OF PLAYERS: 1-4
PRICE: £39.99

http://www.acclaim.com

NBA LIVE 2004

EA CHECKS THE ROCK (THE BALL, APPARENTLY) AND SLINGS IT BACK AT US WITH BELLS ON.

If you're into your round-ball games, you know Sega's *2K* series is top of the pile. However, EA is determined to turn things around, and the improvements made to the *NBA Live* title for 2004 may well swing the contest in its favour...

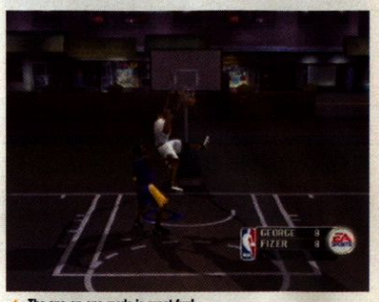
This is basketball folks; the basics are simple. However, since last year, *NBA Live* uses a natty 'freestyle' control system that allows you to control how your player holds onto the ball. Intelligent use of your freestyle ball control keeps your team in possession and ultimately can win you the game, especially when you also make use of the new off-the-ball controls added to this year's update.

"FREESTYLE BALL CONTROL"

The other big news here is a much-improved franchise mode, the Dynasty Mode. The more successful you are on the court, the more Dynasty Points you can then spend on things like new equipment and facilities, not to mention extra training sessions for your players.

NBA Live 2004 offers much-improved player animation and looks and sounds super-slick. With presentation this good and gameplay to match, *NBA Live 2004* could well be the game to steal Sega's crown. ■ JAMIE WILKS

▼ ...and he steams through the defence to ram that rock home!



▲ The one-on-one mode is great fun!

PSi2 VERDICT

OVERALL
A massive improvement over *2003*, and an excellent basketball simulation.

9

PUBLISHER: Acclaim Entertainment
DEVELOPER: Acclaim Entertainment
ON SALE: Out Now
NO OF PLAYERS: 1-2
PRICE: £29.99

www.acclaimsports.com/nbajam/

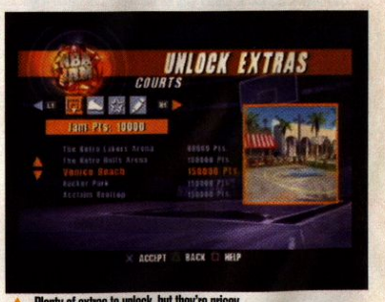
NBA JAM

IS NBA JAM STILL KING OF THE COURT, OR SHOULD IT HAVE RETIRED TO A CAREER IN PUNDITRY BY NOW?

Waaay back in 1993, Midway released a two-on-two basketball game that took the arcades by storm. The original *NBA Jam* really pulled in the cash, spawning a series of sequels in the arcades and on home formats. Now Acclaim intends to pick up the rock and deliver *NBA Jam* to the new generation.

The new Jam is three-on-three and boasts an impressive line-up of today's top stars with whom to compete in a number of different game modes. The gameplay remains the same throughout, however. Pass, run, shoot. This makes for fast and furious arcade gameplay, but it's just plain dull. Sure, the Jam Meter livens things up, allowing you to perform stunt dunks that gain you Jam Points to spend on unlocking things, and the game gets a bit more frantic when a player is 'on fire' and can turbo around for 60 seconds, but the overall gameplay remains the same.

▼ Cool Legends Tournament Mode!



▲ Plenty of extras to unlock, but they're pricey

Visually it's decent enough if you don't mind the plasticine players, and the overall presentation is fine, but when it comes down to it, *NBA Jam* just doesn't offer enough in the gameplay department. ■ JAMIE WILKS

"GAMEPLAY REMAINS THE SAME"

PSi2 VERDICT

OVERALL
Some nice features, but the gameplay just isn't deep enough.

6

PUBLISHER: Bandai
DEVELOPER: CyberConnect 2
ON SALE: Out Now (USA)
NO OF PLAYERS: 1
PRICE: $59.99

www.dothack.com

.HACK PART 3: OUTBREAK

TIM WRIGHT RETURNS TO THE WORLD TO FIND THAT NOT MUCH HAS CHANGED...

▲ I'm grateful that Blackrose still thinks that 'less is more'

▲ New monsters, same combat engine...

▲ Look up there! Is that a plot development?

NO CHANCE IN THE WORLD

With its four-part game structure and the fact you need two Anime series at either end of the games to make any sense of the plot, this is one saga you're going to have to import from the US if you want to play it at all.

Of course, you need to mod-chip your PS2 to do this, which is 'naughty and wrong' according to videogaming bigwigs. But if this is the only way of legitimately buying any of the innumerable RPGs and hardcore titles that never come out over here because European softcos hate us, I'll take 'naughty and wrong' any day.

You'd do it for Region 1 DVDs, right?

If, by some chance, you're like me and have a few hundred Anime DVDs lining your wall shelves alongside your videogame collection, the prospect of a videogame series joined at the hip with one or more Anime series would seem like mana from Heaven.

The problem is, the game series in question is somehow failing to live up to its potential. In terms of graphics and gameplay, nothing has changed from the first two instalments, and the formula remains one of a simulated online RPG (that you play offline) where things are going pear-shaped. There are dungeons to hack through, emails to read, cut scenes to watch and the now-obligatory bundled Anime DVD that fleshes out some of the back-plot. It is, for all intents and purposes, the third disc in a four-disc game, where each disc is being sold separately for the price of a complete title (nice work if you can get it).

"NOTHING NEW TO SEE HERE"

HACKED OFF

It's still a fun slice of hack and slash, but apart from tougher monsters to kill, there's nothing new to see here – and it's all over in less than 20 hours. Obviously, if you haven't test-driven the series yet, the best thing to do is start at *Part One*, as that instalment can be found at your local import emporium at a cheaper price these days. On the other hand, if you're reading this and have already taken *Parts One* and *Two* out for a spin, you already know whether a third instalment of the exact same gameplay is for you or not. Just don't expect any surprises. ■ TIM WRIGHT

PSi2 VERDICT

FOR
- A continuation of an interesting storyline
- Still fun to play
- Bonus Anime DVDs are always good

AGAINST
- Nothing new gameplay-wise
- Expensive for a quarter of a game
- Certain to remain import-only for UK gamers

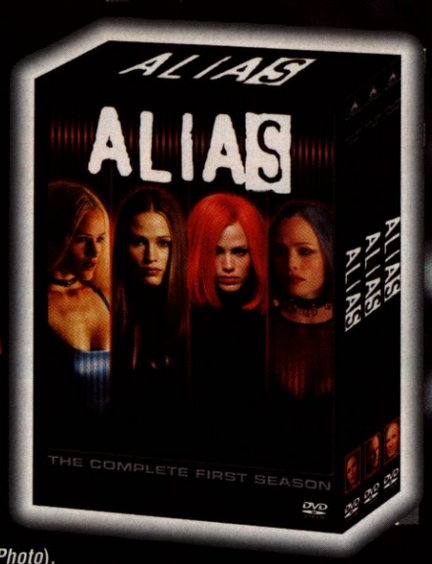
ALTERNATIVES
- .Hack Part One: Infection (Issue 34, 7/10)
- .Hack Part Two: Mutation (Issue 34, 7/10)

LONGEVITY
- 15-20 hours to complete – just like the previous two parts, in fact.

OVERALL
The lack of innovation is disappointing, but this series remains strangely compelling.

6

WIN ALIAS DVD SETS!



Sexy, deadly and undercover, Sydney Bristow is the gorgeous, ass-kicking double agent in *Alias: Series One*, out now to own on a six-disc DVD box set. Golden Globe winner Jennifer Garner (*Daredevil*, *Catch Me if You Can*) stars, as a super-fit, hyper-intelligent CIA operative, alongside Ron Rifkin (*LA Confidential*), Victor Garber (*Legally Blonde*) and Michael Vartan (*One Hour Photo*).

To celebrate the release of *Alias: Series One* on DVD, we have some superb prizes on offer courtesy of Buena Vista Home Entertainment. Five winners pick up a box set of *Alias: Series One* on DVD!

To win, simply answer the question below. Pick either A, B or C, and call our Competition Hotline to leave your answer.

Q: Who plays Sydney Bristow in *Alias*?

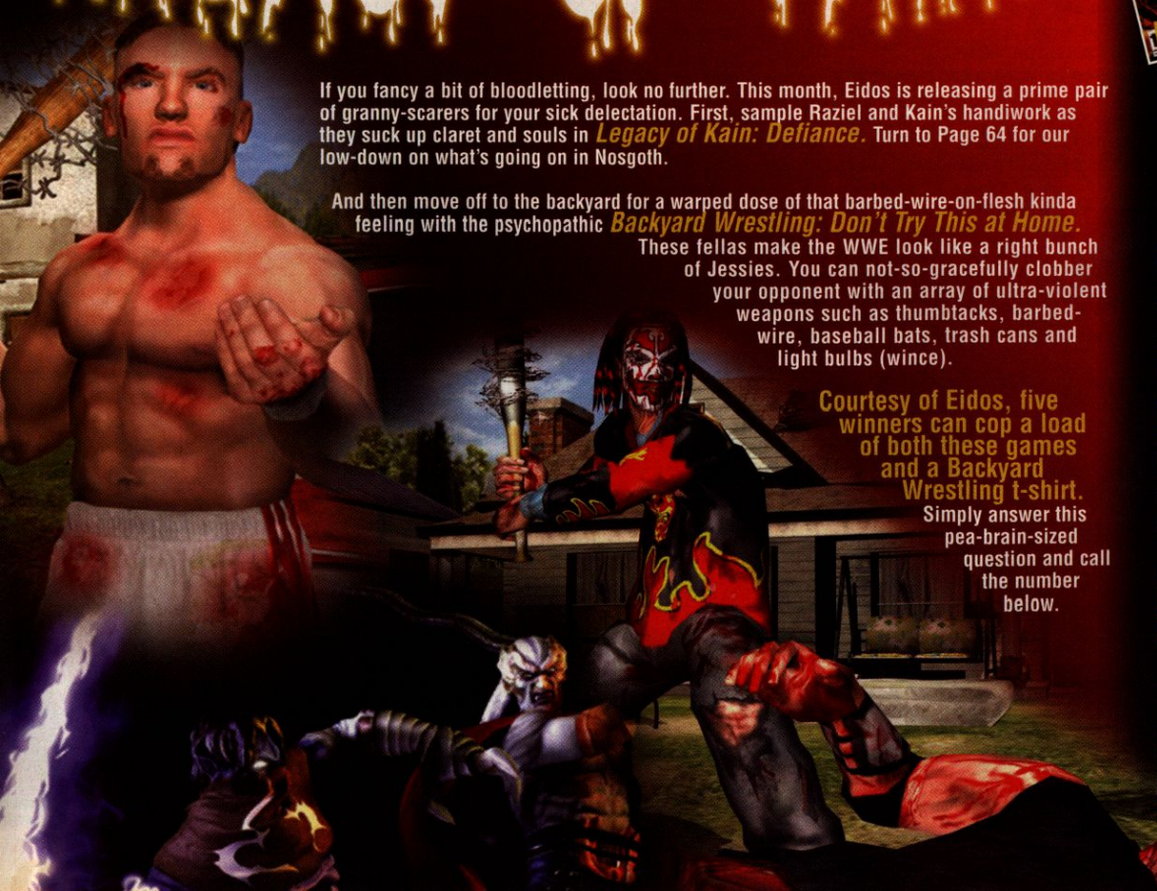
A: Jennifer Aniston
B: Jennifer Allison
C: Jennifer Garner

call 09064 701721

If you think you know the answer, call us now and clearly leave your answer, name and address. Calls cost 60p a minute, so get the bill payer's permission and lines are open 24 hours a day. The competition closes at midnight on December 14th. Good luck!

Alias: Series One is out now to own on a six-disc DVD box set.

LEGACY OF PAIN!



If you fancy a bit of bloodletting, look no further. This month, Eidos is releasing a prime pair of granny-scarers for your sick delectation. First, sample Raziel and Kain's handiwork as they suck up claret and souls in *Legacy of Kain: Defiance*. Turn to Page 64 for our low-down on what's going on in Nosgoth.

And then move off to the backyard for a warped dose of that barbed-wire-on-flesh kinda feeling with the psychopathic *Backyard Wrestling: Don't Try This at Home*. These fellas make the WWE look like a right bunch of Jessies. You can not-so-gracefully clobber your opponent with an array of ultra-violent weapons such as thumbtacks, barbed-wire, baseball bats, trash cans and light bulbs (wince).

Courtesy of Eidos, five winners can cop a load of both these games and a Backyard Wrestling t-shirt. Simply answer this pea-brain-sized question and call the number below.

Win

an Eidos double whammy with *Legacy of Kain: Defiance* and *Backyard Wrestling: Don't Try This at Home* for PS2! and a Backyard Wrestling t-shirt

Q: Which out of the following won't appear on the soundtrack to the game Backyard Wrestling?

A: The Insane Clown Posse
B: Slayer
C: Gareth Gates

Call 09064 701721

Terms and Conditions: calls cost 60p a minute. Lines open 24 hours. Competition open to UK residents only. Competition closes midnight December 14th.

ONLINE

A MONTHLY ROUND-UP OF **THE LATEST ONLINE GAMES**

GOT A PS2 AND A BROADBAND CONNECTION? EVERY MONTH WE TAKE THE NEWLY RELEASED GAMES ONLINE AGAINST THE PUBLIC TO SEE HOW THE GAMES PERFOM IN THE REAL WORLD...

NEWS

FIFA Firewall Fix

EA Sports has released a work-around for anybody having trouble getting *FIFA 2004* online with their PS2. The solution is reasonably simple, but you have to know how to configure a firewall to get it working.

The problem has arisen for some users who have their PS2 online behind a firewall, either built into their network router/modem, at their ISP or on the PC they use for internet connection sharing.

FIFA 2004 asks the user's PS2 to connect directly to the PS2 they wish to play against. This is what's known as a peer-to-peer connection. Most firewalls block this kind of activity by default, so while you may be able to access the lobbies and voice chat (all of which goes through a server) when you come to actually start the game, a connection cannot be made. Games that have the user connecting to a central server don't encounter this problem at all. Voice chat has also proved problematic for some.

So here's the fix. You need to access your firewall configuration and make sure the following ports are open. UDP Port 3658 activates the peer-to-peer connection, while UDP port 6000 opens up the voice chat.

There's another wrinkle. Your PS2 must have a 'public:' IP address. There's a number of ways to achieve this and find out what kind of IP address you have. More details can be found at the EA Support Centre at http://uk.ea.com. Other comprehensive set-up information can be found at www.easportsfifafootball.com/ ■

PUBLISHER: EA Sports
DEVELOPER: EA Canada
NO OF PLAYERS: (Up to 2 online)
PRICE: £39.99
GAME MODES: Friendlies, Tournaments, downloadable content
http://uk.ea.com

FIFA 2004

THE PS2'S FIRST ONLINE SOCCER GAME

▲ Even online the players seem to have freakishly large heads

Bit of a strange one, this. EA hosts servers where you can meet with gamers and arrange games (among other things), but the games themselves are played through a direct connection, or peer-to-peer. This has caused a few problems for the less technically savvy, but fortunately EA's technical support has been exemplary, with a very comprehensive online FAQ (see details in news, left). I'm sure EA has its reasons, but from a gamer's point of view, surely centrally-hosted servers would have been easier for everyone?

The game is the same whether you play online or not, so what counts, especially in a sports game, is how easy it is to find a match with someone of your own ability. Once again, to EA's credit, it's extremely simple. The online ranking system (honed after a coupe of years' use with Madden in the US) is very smooth, even talking into account how many times someone pulls out of a game before it's been completed (a cheating tactic of old for losing players). An online ranking system keeps you abreast of just where you are in the world of *FIFA* (not very high up in my case). Add in the voice chat and the promise of instant messaging and this is a great system.

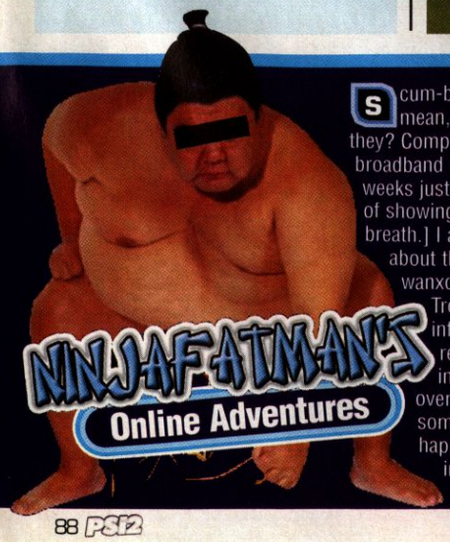
▼ One-on-one games use peer-to-peer connections

Once the transfer window re-opens in January you can look forward to a juicy update with all the player movements recorded. Maybe it's worth it for that alone. Peer-to-peer issue aside, this is a fine example of just what an online service should look like. This is an extremely comprehensive online gaming system. ■ JULIAN BOARDMAN

PS2 VERDICT

OVERALL
The standard others must match.

9



Scum-biters, the lot of 'em. I mean, how bloody dare they? Completely balls up my broadband connection for two weeks just 'cos they fancy a bit of showing off. Gits! [Deep breath.] I am, of course, talking about the Haxxors, the l33t wanxors who create Trojans that silently infect your PC and redirect your internet in an attempt to overwhelm the website of some poor schmuck who happened to offend them in some way.

Obviously, this is only a problem if you happen to use Internet Connection Sharing to get your PS2 online, but I know there are plenty of you out there, so let my deeply irritating experience be a lesson to anybody with a PC and a broadband connection.

Basically, one of the many websites I visited with my PC (and not the goat porn site, before you ask) infected my PC with a Trojan. A Trojan isn't a virus, it's a program that pretends it's something innocent but happens to be something far more devious. In my case, this Trojan reset my network connection to go to another website, which subsequently crashed, making it impossible for me to access Google or any other web search engine. It also meant my PS2 wouldn't connect to anything, as it shared the Internet connection with the PC.

Not being a full-on network administrator, it took me a while to figure out what was going on. Figure it out I did, though. NinjaFatman, IT Detective, rules the roost once again. Fixing it was tricky, but preventing it shouldn't have been that difficult, if only I'd kept my Ad Aware installation up to date and run regular scans. Ad Aware (available at www.lavasoftusa.com) is a free utility that spots Trojans (free virus checkers often won't, and the paid-for ones aren't all that great either). But you have to keep it up to date, as a firewall alone won't protect you.

I love broadband...
Fat Internet is just right for the Fatman, but it's a dangerous place, kids. Watch the skies.

PUBLISHER:
Sony CEE
DEVELOPER:
Sony London Studio
NO OF PLAYERS:
Up to 16 Online
PRICE:
£39.99
GAME MODES:
Deathmatch

www.uk.playstation.com

ALL-OUT VEHICLE COMBAT. DO WE NEED IT AGAIN?

▲ The salvo is a useful 'spread' weapon

▲ High areas can give you an advantage

▼ Big tanks blowing each other up. What more could you want?

HARDWARE ONLINE ARENA

With *Twisted Metal: Black* already online, one might question the necessity for another game where you drive around shooting at opponents. Well, two things set *Hardware Online Arena* apart from the opposition. The more immediate gameplay, and the ongoing support for new tournaments and maps.

Five vehicles are available in game; two massive but surprisingly nimble tanks, and three smaller, faster, more agile vehicles. The weapons you can carry aren't determined by the vehicle you're in, so the only trade-off is whether you want extra armour at the expense of speed, as the smaller vehicles can't take as many hits as the bigger ones. It's not as many vehicles as *TM:BO*, but I don't think the game suffers because of it.

Sony plans to add tournaments and content for some time yet, responding in particular to player demand, which should add life to what is at heart a simple game.

However, it's a simple game that plays exceptionally well. The maps are just tight enough to keep the players close enough together for constant action, the weapons are varied enough to make things genuinely interesting and the whole thing moves at an incredible breakneck pace. Controlling the vehicles is remarkably simple, and you can go for options to move the turret independently of the vehicle, which is handy but can be a little disorienting.

A single-player Training Mode is present, but the real action is online. The lobby and game-finding options are strong, while the real-time chat with the USB headset gets the insults flying nicely. There's no lag whatsoever, but this is helped by the graphics we suspect, as they're distinctly no-frills.

Hardware Online Arena is simple, very fast, engaging and full of big, fast kills and respawns. If all you want from an online experience is some quick bang for your buck, look no further. ■ **JULIAN BOARDMAN**

HARDWARE ONLINE ARENA WAS REVIEWED USING FINISHED CODE ON PRIVATE SERVERS IDENTICAL TO THOSE WHICH WILL BE AVAILABLE TO THE PUBLIC.

PSi2 VERDICT

OVERALL
Simple, no-nonsense and great fun. Not a long-term prospect, perhaps, but enormously entertaining.

8

WE'VE CAREFULLY CHOSEN **THE 50 FINEST GAMES...**

PSi2 GREATEST HITS

PRODUCT OF THE MONTH

EVERY MONTH WE PICK A VITAL PS2 ACCESSORY YOU CAN'T BE WITHOUT

EYEMAX

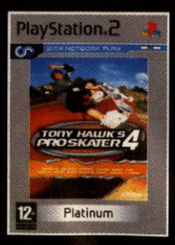
DATEL

If you have an EyeToy and a Network adaptor then you need to get yourself an EyeMAX. It allows you to upload and download EyeToy files and exclusive game previews. You can even become a star by uploading your own mini-movies to the web, with prizes awarded to the best movies. See Page 112.

TONY HAWK'S PRO SKATER 4

PSi2 BARGAIN OF THE MONTH!

PLATINUM ▪ OUT NOW ▪ £14.99

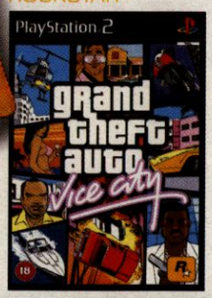


Many stores, including Amazon and Tesco, have knocked a fiver off this awesome Platinum release, and given the choice between this and the equally-brilliant (but full-price) *Tony Hawk's Underground* (see review on Page 46), we'd have this. After all, we don't want to see our ugly mugs on screen...

TOP 5 OF ALL TIME!

GTA: VICE CITY

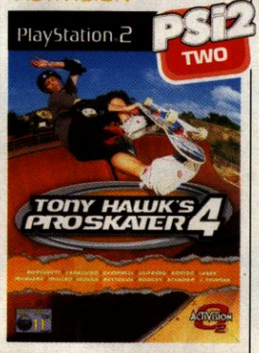
ROCKSTAR



Still riding high. Can anything come along this Christmas to dislodge the Rockstar classic? Will *True Crime: Streets of LA* steal the top spot? Will Rockstar's own *Manhunter* make a killing? Only time will tell, but for now, *Vice City* is still the daddy...

TONY HAWK'S 4

ACTIVISION



Unbeaten in its genre, but will *THUG* improve the series?

SOUL CALIBUR II

NAMCO

After much internal debate, Namco's big fighter moves up to Number Three.

JAK II: RENEGADE

SCEE

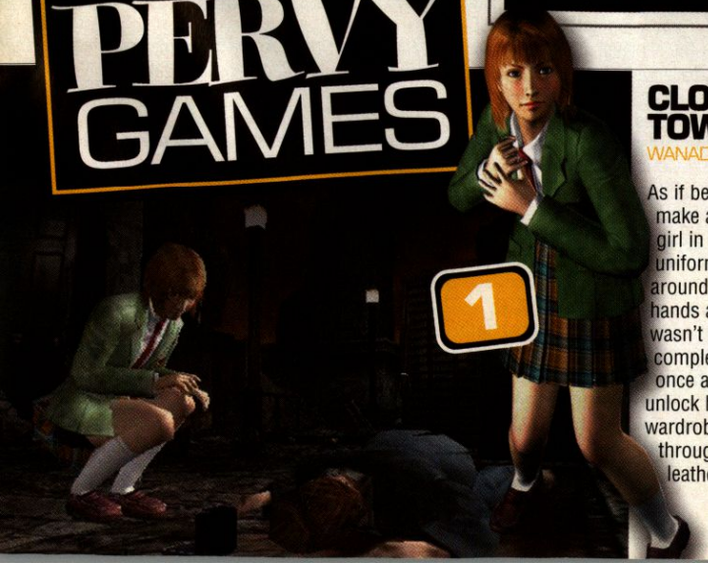
The excellent new platform adventure is the best of its type by far.

FINAL FANTASY X

SCEE

Still a classic. Still massive. Still beautiful to see...

TOP TEN PERVY GAMES



TOP TEN PERVY GAMES ▸▸▸▸▸

1 CLOCK TOWER 3

WANADOO

As if being able to make a 15-year-old girl in school uniform crawl around on her hands and knees wasn't bad enough, complete the game once and you can unlock her wardrobe and play through again in leather hot pants.

2 DEAD OR ALIVE 2

SONY CEE

Increase the 'age' of any of the female characters and, rather than sagging rapidly towards the knees like in real life, their breasts become more and more bouncy.

3 WWE SMACKDOWN! HERE COMES THE PAIN

THQ

Bra and panties matches! The winner is the first competitor to forcibly strip her opponent to, you guessed it, her bra and panties. Genius.

4 BMX XXX

ACCLAIM

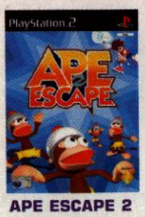
In a lame effort to compete with Activision's *Mat Hoffman's Pro BMX*, Acclaim went all 'adult' with this BMX sim. Topless BMX chicks and pole-dancing FMV footage, anyone?

REST OF THE BEST

In alphabetical order...

THIS IS THE COMPLETE COLLECTION OF ULTIMATE PS2 TITLES EVERY GAMER SHOULD SELL THEIR GRANDMA TO OWN!

AMPLITUDE
SCEE
The *Frequency* sequel is online and easier to get into.



APE ESCAPE 2
SCEE
Marvellous platforming, with capture-the-monkey action full of surprises.

BALDUR'S GATE: DARK ALLIANCE
INTERPLAY
Dungeon hack gaming at its best.

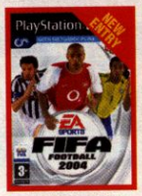
BURNOUT 2
ACCLAIM
Top-notch arcade racing, slick and crammed with adrenaline.

COLIN McRAE 04
CODEMASTERS
Simply the best rallying game on PlayStation2

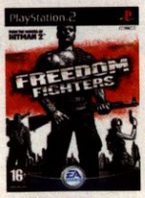
DARK CHRONICLE
SCEE
Enormously enjoyable RPG entertainment. Top stuff.

DEVIL MAY CRY
CAPCOM
Stylish, fast-paced gun-blasting action.

EYETOY: PLAY
SCEE
Enormous fun. A camera captures your movement.

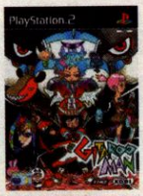


FIFA FOOTBALL 2004
EA SPORTS
Hot on the heels of *Pro Evo 3*, *FIFA* comes along in leaps and bounds.



FREEDOM FIGHTERS
EA GAMES
Squad combat, excellently implemented.

FREQUENCY
SCEE
Innovative, challenging music-based shoot-'em-up action.



GITAROO MAN
THQ
The best of the traditional rhythm action games around.

GRAN TURISMO 3
SCEE
Driving with depth and style, and stunning cars.

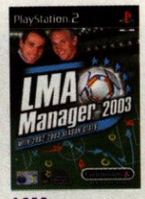
GUILTY GEAR X2
BIG BEN INTERACTIVE
The best 2D fighter, and a great game in itself.

GRAND THEFT AUTO 3
ROCKSTAR
Slightly flawed but still incredible criminal action.

ICO
SCEE
A beautiful platform action game, full of tension.

JAK & DAXTER
SCEE
Overtaken by its sequel, but this game still deserves a place in your collection.

KINGDOM HEARTS
SCEE
Disney meets Square in this stylish RPG.



LMA MANAGER 2003
CODEMASTERS
Footy management that steals your life.

LOTR: THE TWO TOWERS
EA GAMES
Captures the atmosphere of the films so well.

MACE GRIFFIN BOUNTY HUNTER
VIVENDI
Simply the most accomplished FPS this year.

MAT HOFFMAN'S
ACTIVISION
Not quite up to *Tony's* standards, but great arenas and loads of multiplayer options.

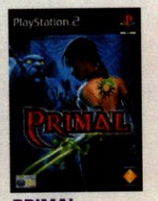
MAXIMO
CAPCOM
Sword and platform action inspired by the classic *Ghouls 'n' Ghosts*.

METAL GEAR SOLID 2
KONAMI
Stealth, style, story, occasional stodge.

MUSIC 3000
JESTER INTERACTIVE
Simply the best way of creating music on your PS2.

NBA STREET VOLUME 2
EA SPORTS BIG
Bigger and better urban basketball.

ONIMUSHA 2
CAPCOM
Epic samurai sword and puzzle combination, with more NPCs.

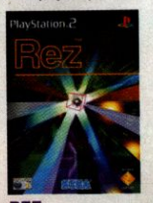


PRIMAL
SCEE
Nice arse and a gargoyle in this challenging action adventure.

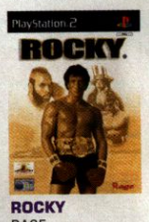
PRO EVOLUTION SOCCER 3
KONAMI
The football sim we all know and love gets better yet again.

RATCHET & CLANK 2
Sony CEE
Superb action platformer just about tops its predecessor.

RED FACTION II
THQ
Frantic, loud and massive first-person shooting with Geo-Mod.



REZ
SCEE
Unique music/shoot-'em-up combination, and very addictive.



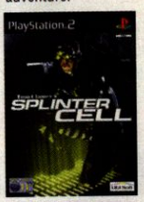
ROCKY
RAGE
Top-notch boxing that captures the spirit and smell of Stallone.

SILENT HILL 2
KONAMI
More of the truly disturbing and gruesome horror adventure.

THE SIMPSONS: HIT & RUN
VIVENDI UNIVERSAL
Joyriding mayhem with your favourite family of yellow folk.

THE SIMS
EA GAMES
Incredibly compelling time sponge of a game. Run other people's lives.

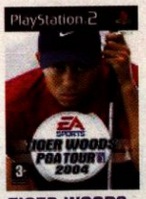
SSX 3
EA SPORTS BIG
Bigger, louder, faster and, erm, trickier than *SSX Tricky*.



SPLINTER CELL
UBI SOFT
Hi-tech, sneaky and engrossing. Some of the best use of lighting effects ever.

SUPER BUST-A-MOVE 2
UBI SOFT
Classic Japanese puzzling action. Hugely underrated.

TEKKEN 4
SCEE
Still one of the best fighters on PS2, but now outdone by *Soul Calibur II*.



TIGER WOODS 2004
EA SPORTS
A great game, even for people who don't like golf.

TIMESPLITTERS2
EIDOS
Multiplayer first-person shooter with a genuinely-good single-player game.

TONY HAWK'S PRO SKATER 3
ACTIVISION
A mere 20 quid these days, and still a classic of extreme sports action.

VIRTUA FIGHTER 4 EVO
SEGA
Improved gameplay and features make this the definitive *VF4*.

WORMS 3D
SEGA
The multiplayer classic makes a smooth transition to 3D.

TOP TEN PERVY GAMES

5 SUMMER HEAT BEACH VOLLEYBALL
ACCLAIM

Unprecedented boob physics and a vast selection of teensy-weensy bikinis to adorn your 'athletes' make this a top choice for the discerning games perv.

6 GTA: VICE CITY
ROCKSTAR

In *Vice City* you have to perv in order to complete the game. The entire Pole Position property mission consists of one ten-minute private dance. And don't get us started on the porn studio missions...

7 MR MOSKEETO
EIDOS

Ever wanted to be a fly on the wall in a girl's bedroom, or even her bathroom? Well, in *Mr Moskeeto* you can, and what's more, you can sting her wherever you like.

8 SPLASHDOWN
INFOGRAMES

The game's content was entirely innocent, but Infogrames sunk to new depths of pervy marketing. When it rained, the Page Three girls' wetsuits disappeared.

9 METAL GEAR SOLID 2: SONS OF LIBERTY
KONAMI

You can kiss the girly posters in the locker room, and by repeatedly pressing ▲ standing next to the projector in Hold 2 of the tanker, you can watch a 'special interest' movie.

10 SILENT SCOPE
KONAMI

Sniper scopes are, of course, inherently pervy, a fact that wasn't lost on Konami. Keep an eye out for young ladies in various states of undress and get them in your sights for a health bonus.

CONTENTS LISTING...

92: THE SIMPSONS
It's time to hit and run with our essential hints and tips guide. Wahoo!

93: FREEDOM FIGHTERS
Pesky Russians taken over your city? We have all the latest tips and cheats!

93: TIGER WOODS '04
The tip-top golfing game shattered by some awesome new tips!

93: BUFFY
Having trouble with those vamps? We have all the latest tips and tactics.

94: SOUL CALIBUR II
The best of the beat-'em ups-gets a grilling with some superb hints.

95: TRUE CRIME
Part one of our utterly essential general guide to the *GTA* challenger!

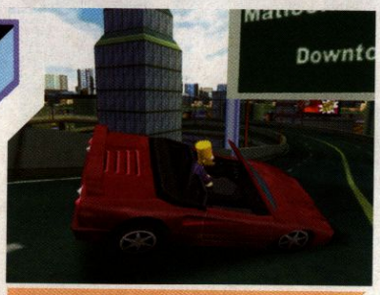
TACTICAL

ACTION REPLAY MAX

WELCOME TO TACTICAL. THIS IS THE SECTION OF THE MAGAZINE WHERE WE TAKE A LOOK AT **THE HARDEST GAMES,** CHORTLE SMUGLY AND PROVIDE YOU WITH **TOP-NOTCH GUIDES, HINTS TIPS** AND **CHEAT CODES.** 'AVE IT!

THE SIMPSONS: HIT & RUN

DON'T SUFFER DETENTION WITH OUR HANDY HINTS...



HINT: Get 100% Completion Reward

Beat the game getting everything to obtain a golden Krusty #1 sticker in your scrapbook.

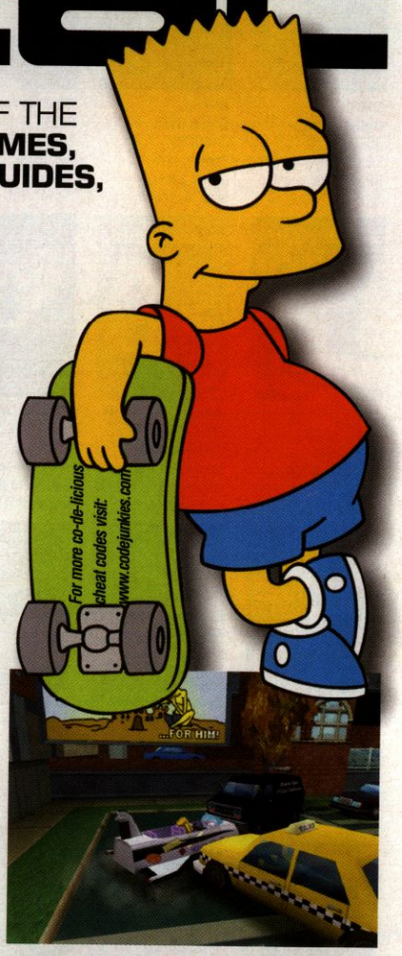
HINT: Screen Easter Eggs

At the main menu, many Simpsons characters appear at the window.

HINT: Doorbell Ditch

In certain levels, you can ring the doorbells of certain people's houses. A couple of examples are Flanders' House on Level Four and Chief Wiggum's house on Level Seven.

HOT HINT!
If you change your internal clock date to a specific holiday, it sometimes shows a main menu screen specific to that date. Examples include Christmas and Halloween.



COLLECTOR CARDS

HIT & RUN COLLECTOR'S CARDS GUIDE: A DINKY STRIP GUIDE TO LOCATING ALL THE COLLECTOR'S CARDS IN THE NEW SIMPSONS GAME...

There are seven collector's cards in each level, 49 in the entire game. Collect them all for an Itchy and Scratchy cartoon. Also, collecting every card in a level unlocks a multiplayer track.

LEVEL ONE (Homer)

Home Made Football
Location: Back Yard of the Simpsons' home.

Crab Juice
Location: On top of Kwik-E-Mart. Jump onto the vent on the roof.

Insanity Pepper
Location: In Chief Wiggum's back yard. This is the house directly down the block from the Simpsons' home.

Spine Melter 2000
Location: Exiting the stone cutters' power plant entrance, turn right. Follow the road until it makes a circle drive. Go through the alley and look behind the blue garage.

Parchment
Location: In the stone cutters' room, jump on the box. Then jump on the pillars to the top. It should be high above the box.

Inanimate Carbon Rod
Location: Inside main room of the Power Plant. Ride the platforms up. Then jump on the steam vent and ride that platform to the top. Jump across the fans to get the card.

Mr Sparkle Box
Location: On a trailer in the trailer park.

LEVEL TWO (Bart)

Head of Jebediah
Location: Climb the Jebediah Springfield Statue.

AM Radio Toy
Location: On building across from hospital. Drive a car to the edge then jump on the car, then the building roof.

Bonestorm Game
Location: Roof of Legitimate Businessman's social club. Reach by using fire stairs.

Big Butt Skinner
Location: On top of washers in the car wash. Jump on the machine, then the iron bar.

Mr Honeybunny
Location: On top of a train in the train yard. Use steps then jump from train to train.

Fake ID
Location: If you're going down the ladder ramp of the fire truck, look to your right. There should be an alley – it's in it.

Pregnancy Test
Location: On top of fountain, next to stadium.

LEVEL THREE (Lisa)

Angel Skeleton
Location: On top of the Android's Dungeon comic book shop. Use the alley by it to access the roof.

Bart's Soul
Location: On top of Barney's Bowlarama. Get on the roof via the Krusty Burger parking lot next door. Then walk along the middle green rod until you reach the end. Then double-jump in the card's direction.

Lisa Lionheart Game
Location: On top of lighthouse next to boat at the docks.

Lisa's Valentine
Location: Enter the ship by ramping through the Globex sign then riding up the ramp. From here, jump to the main deck and go to the rear of the ship. Climb the stairwell and jump

FREEDOM FIGHTERS

HINTS AND TIPS FOR THE ACTION-PACKED EA SMASH HIT...

TIP: BACK-TRACK

In huge levels, with manholes too few and far between, backtrack to the beginning of the level to save your game. This prevents you worrying about how much further you think a manhole may be.

TIP: MOUNTED MACHINE GUNS

Like *Conflict Desert Storm*'s sniper, let one of your recruits man the machine guns because they're very accurate and can spot the soldiers easier than the human eye.

TIP: SEARCH VEHICLES

Certain vehicles in the game have certain item pick-ups around them. For example, the cop cars often have guns and ammo and the ambulances have medic kits nearby.

TIP: NEW RECRUITS

Sometimes when you're low on medic kits, it's best to go back and get some fresh recruits if possible. This saves you having to use one.

TIP: SPEAK TO THE KID

The Kid appears standing in certain points in a few levels. Talk to him for a clue on what you might have to do next.

TIP: DESTROY VEHICLES

If you plan on taking cover behind a vehicle, make sure you blow it up by shooting it before going to it. If you don't, the enemy does, damaging you.

TIP: REBEL BASES

The Rebel Base has weapons and pick-ups on the other side of your Freedom Fighters. Every time you come here, run around and pick up some stuff.

TIP: GET AMMO

When you run out of ammo, try to sneak up on a soldier and hit them with your weapon several times. Then take their ammo.

TIP: AMMO CONSERVATION

Even if you didn't run out of ammo, you can still sneak-attack an enemy with your weapon. Sneak up behind them and tap R2.

TIP: PROTECT RECRUITS

Don't always have them follow you. Their AI isn't the greatest in the world. It's good, but not perfect. Tell them to wait (hold Circle) in a safe spot while you go out and take care of the enemy.

TIP: HEAD SHOTS

We don't need to tell you this, but always go for head shots. Especially when you can do them easily, eg. with the sniper rifle. This saves ammo (if you're good) and takes care of the enemy quickly.

HOT HINT! Always shoot the explosive objects nearby enemies. If possible, let a few come near a vehicle or barrel, and then blow it up for maximum carnage.

For code-licious cheat codes for Freedom Fighters visit: www.codejunkies.com!

SECRETS GUIDE:

BUFFY THE VAMPIRE SLAYER: CHAOS BLEEDS

BUFFY STAKES (SORRY) A CLAIM ON PS2. HERE'S THE UNLOCKABLES FOR YA...

UNLOCKABLE ARENAS

Beat the level at the listed rank to unlock the multiplayer arena.

UNLOCKABLE	HOW TO UNLOCK
Cemetery	Beat Level Two with Slayer rating
Initiative	Beat Level Eight with Slayer rating
Quarry	Beat Level 11 with Slayer rating

Beat the level at the listed rank to unlock these multiplayer characters

UNLOCKABLE	HOW TO UNLOCK
Male Vampire	Beat Level One with Professional rank
Female Vampire	Beat Level One with Slayer rank
Zombie Skeleton	Beat Level Two with Professional rank
Cemetery Arena	Beat Level Two with Slayer rank
Zombie Demon	Beat Level Three with Professional rank
Tara	Beat Level Three with Slayer rank
Bat Beast	Beat Level Four with Professional rank
Zombie Devil	Beat Level Four with Slayer rank
Materanl	Beat Level Five with Professional rank
Psycho Patient	Beat Level Six with Professional rating
Sid the Dummy	Beat Level Six with Slayer rating
S&M Slave	Beat Level Seven with Professional rating
S&M Mistress	Beat Level Seven with Slayer rating
Faith	Beat Level Eight with Professional rating
Zombie Soldier	Beat Level Nine with Professional rating
Kakistos	Beat Level Nine with Slayer rating
Abominator	Beat Level Ten with Professional rating
Chainz	Beat Level Ten with Slayer rating
Zombie Gorilla	Beat Level 11 with Professional rating

For code-licious AR MAX codes visit: www.codejunkies.com!

TIGER WOODS PGA TOUR 2004

SOME GREAT GOLFING TIPS TO BRING YOU UP TO PAR...

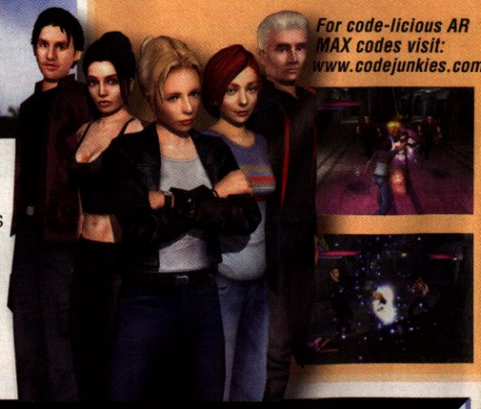
HINT: Money Bonus

Play the game with a saved game from *Tiger Woods PGA Tour 2003* to get a $50,000 bonus when starting a new character. Use all your money on Attributes and increase them evenly in 5% increments. When you join the tour, assuming you have had enough practice, you're at least equal (most likely better) in skill then the rest of the field. Make the first upgrades only after getting your first sponsorship. If you increase the percentages evenly and only buy some equipment through the end of January, you should be on top of the leaderboard and swimming in cash for the beginning of the 'Hard' courses and players in February.

HINT: Course for Greater Success

Play and complete the World Tour. When you power up, put your points mostly into Power, Power Boost and Putting. Next, complete the scenarios. Power up as desired. Gold medals bring in $75,000 to $100,000. Silver medals bring in $50,000 to $75,000. Bronze medals bring in $35,000 to $37,500. If you complete the above, Tournaments, Real-Time Events and the other options become easy.

HOT HINT! Sahalee CC: Big Foot sighting. Directly behind the 17th green at Sahalee CC are two yellow bushes. Behind the left bush is a Big Foot looking out from behind a tree.



MINI CARDS GUIDE CONT.

onto the ship's railing. Then walk around to the card.

Lisa's Machine
Location: Go into Krusty's Studio. Jump up the Ladder, then onto the Board. Next jump from the board to the fan to the platform. Go down and the card should be right in front of you.

Evil Braces
Location: Jump over the right side of the dam wall and jump from platform to platform until you reach the steam vent which launches you into the air.

Soy Pop
Location: Jump the bridge and land on the other side, but STOP! Look over to the side, jump over the guard rail and to the rock where the card is.

LEVEL FOUR (Marge)

Mr Plow Jacket
Location: Between the roof of the gas station and Lard Lad's next to the Kwik-E-Mart. Access by jumping on the billboard by the Kwik-E-Mart, then jumping to the roof.

Mr Burns' Portrait
Location: In Mr Burns' library. Press the statue in the back corner of the room. It's revealed above the fireplace.

Love Letter
Location: On top of the bridge leading to poor part of town. Climb the bridge like you did earlier, getting those wasps with Homer. Now run across the beam to the other side and slide down to the card

Homer's Bowling Ball
Location: On top of tower next to the bridge leading to the rich part of town.

Red Blazer
Location: At the gas station in the rich part of town, ramp the roof and land your vehicle on the roof of the apartment complex. Park your vehicle under the card then jump on your vehicle and jump to reach the card.

Bourdoir Album
Location: Simpsons' back yard, on the treehouse.

Pepper Spray
Location: On top of a mobile home in the trailer park.

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SOUL CALIBUR II

GET TO GRIPS WITH TIPS AND CHEATS FOR THE BEST BEAT-'EM-UP ON THE PS2...

HINT: Alternate Costumes

Highlight a fighter at the Character Selection Screen and press Guard.

HINT: Alternate Introduction Screen

Successfully complete all Weapon Master missions. Also, unlock everything (all characters, modes, artworks, costumes, weapons, etc) to hear Voldo breathing strangely at the Press Start Screen. Another one; if you have collected enough secrets in the game, you may start hearing a character's voice saying, 'Soul Calibur II' at the title screen instead of the narrator. You'll generally hear the voice of the character you use the most when you're playing the game.

HINT: Alternate Stages

Some of the stages that can be unlocked in Weapon Master Mode have alternates. To choose an alternate, highlight the desired stage and press Right or Left. Not all stages have alternates, but some have more than one.

HINT: One-Person Demos

If you wait at the title screen, a demo fight plays. After that, rankings of players appear on screen. Finally it announces the word 'Namco' and a random character appears. They do a fight/dance demonstration ranging from Raphael's Spanish Flamingo to a spine-twisting performance from Voldo. Some are shorter than others, and sometimes instead of showing the single-character demos, the opening repeats itself. Keep trying, and it eventually appears.

HINT: Voice Actor Names

After unlocking a character's profile in Arcade or Extra Arcade, enter the characters' profile. When at his/her profile, select 'Voice'. Once in this new menu, press 'L'. A small box just above the menu appears for a few seconds, giving the name of the actor/actress who played the voice of the character.

HINT: Character Statements

At the Versus Screen, press any button for one of four optional character statements before the match.

HINT: Character Profiles

To unlock profiles for any character, successfully complete Arcade Mode with that person.

HINT: Sub-Chapter Two

To unlock Sub-Chapter Two, after reaching Level 72, complete either the Regular or Extra Mission on Stage Three of Chapter Four.

HINT: Martial Art Demonstration Mode

In Weapon Master Mode, complete the southern-most mission of Chapter Three. When complete, a road forms to the south, into a sub-chapter. The shop in this area sells all of character weapon demonstrations.

HINT: Easy Money

After successfully completing Chapter One, return to the training area (the first mission) and complete training again. Almost every time, you get between 300 to 500 experience points, and between 300 and 600 gold.

HINT: Astaroth: Power Attacks

Hold Square or Triangle in certain situations for increased damage with Astaroth's axe. Note: Execution time is longer and may leave you vulnerable to attacks. Try to keep some distance between Astaroth and the opponent.

HINT: Cassandra: Good Combo

Press Down+Right+Triangle to perform an Upper Vertical Slash. This sends your opponent into the air. Once they fall down slightly, do a horizontal combo (Square, Square), then a vertical combo (Triangle, Triangle). This five-hit combo gives your opponent a good amount of damage without any risk of them using Guard or Guard Impact. This can also help to ring-out the opponent if they're close to the edge.

HINT: Ivy: Defeating Valdo

When you have to hit Valdo 20 times, use Ivy and lure him close to the water. Press R1+Square to throw him into the water. You can also use this when you have to Guard Impact Cassandra. Lure her close to the edge and throw her over.

HINT: Maxi: Auto-Follow-Ups

When using Maxi, it is important to note that some attacks with the nunchuku continue after you have entered a particular command, seemingly automatically.

HINT: Nightmare: Easy Combo

Press Forward twice, and then press Triangle (vertical). Nightmare does a strong hit on his opponent. Keep doing this until they die and you win with a Perfect.

HINT: Nightmare: Easy Wins

Do the night lower stance (Left B+K) and Earth Divide (Down, Down/Right, Right, B) twice for an easy KO.

HINT: Seung Mina: Health Gain

Select Seung Mina and equip her ultimate weapon, the Hraesvelgr. While in battle, you can regain lots of health quickly with this weapon if you press L2 to do her spinning staff attack. Whether it hits your opponent or not, you gain health. If you're not attacking, the weapon drains your health, so be careful.

HOT HINT!

Want to reset your game without getting up off your chair? No problem. For an in-game reset, press L1+L2+R1+R2+Select+Start during the game.

HINT: Yoshimitsu: Easy Wins

Use either of his frontal throws constantly until the enemy is defeated. This is especially useful for the sub-chapter dungeon with all of the Berzerker enemies, as most of them are at half health.

HINT: Yoshimitsu: Suicide Damage

Do a suicide attack; keep pressing Square. You keep spinning until you fall. You keep receiving damage until you fall too.

HINT: Turn Jumps

After selecting a character from the profile menu, press L1 and R1 to have that person hop in circles.

HINT: Soul Edge Complete Weapons

To buy Soul Edge (Complete) weapons, for any Weapon Master Mode player, complete both the Regular and Extra Missions at the Ancient Amphitheatre in Chapter Nine. This unlocks the path to Northern Algol. Complete both missions there. The road to extra Chapter One is unlocked after that. If you shop at this area, you have everyone's Soul Edge (Complete) weapons to choose from. This is done after completing every previous regular missions and all extra missions up to this chapter in Weapon Master Mode.

HINT: Weapon Master Gold Amounts

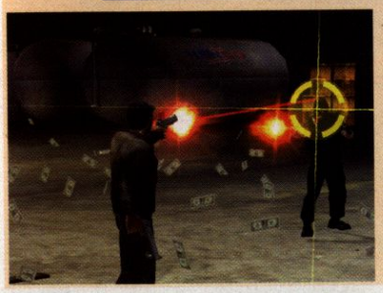
If you repeat a particular Weapon Master Mission a number of times, the amount of gold you receive on a victory/defeat decreases with each replay.

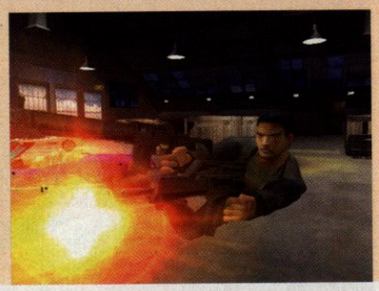
HINT: Predicting Demo Mode Winner

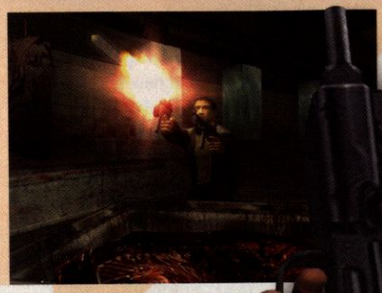
A demo fight between two random characters starts if you allow the game to idle at the title screen. There are two ways for you to actually tell who will win before the match ends. First, the character on the left side of the Versus Screen will win. Second, the losing character has his or her mini-profile displayed first during the fight. After a character wins, his or her mini-profile is now displayed.

Special

PART ONE OF OUR ESSENTIAL GUIDE TO THE YEAR'S BIGGEST GAME!







TRUE CRIME STREETS OF LA

MISSION GUIDES, GUN/FIGHTING UPGRADES, AND MUCH MORE!

AFTER THE INITIAL OPENING MOVIES, WHERE THE STORY OF YOUR MISSING DAD IS REVEALED BY A RATHER CROAKY CHRISTOPHER WALKEN, YOU TAKE TO SOME SHOOTING PRACTICE...

EPISODE ONE

EPISODE ONE, MISSION ONE
Shooting Practice
OBJECTIVE: Destroy Ten Targets

The first playable area of the game sees you practising with your firearms on the target range. You must blast ten targets to pass this test, which is fairly easy. There are two methods here. Either constantly hit R1 to hit the targets (with automatic reload) or reload with R2 to keep it topped up with ammo.

EPISODE ONE, MISSION TWO
Rushing to EOD
OBJECTIVE: Get to the Chief's Office Within the Time Limit

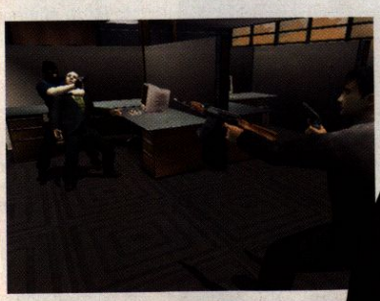
First hit L1 to get into Nick's car. His vehicle is easy to drive. 'X' is accelerate, 'Square' is brake and the 'Circle' is a handbrake for sharper turns (with loss of speed). You start facing the wrong way, so immediately do a U-turn and follow the green arrow on the map's bottom-left. You must reach the target to succeed (see our driving tips).

EPISODE ONE, MISSION THREE
Driving for Chow
OBJECTIVE: Drive to the Restaurant to Meet Rosie

After an initial meeting with Rosie (voiced by Michelle Rodriguez) you agree to go to lunch to 'bond'. For the first time, you're free to venture out into the city, as long as you eventually get to the restaurant in time. You get called to a number of crimes and are asked to resolve them.

EPISODE ONE, MISSION FOUR
Triad Thug
OBJECTIVE: Fight Triad Thug in Restaurant

This is your first real fight in the game. It's best to use a combination of kicks and punches, as the thug can block too many repetitive attacks. Also put some space between you to do running attacks (run at him and hit 'X' or 'Triangle' or 'Square'). Also, when the thug is stunned, go in with a combo – 'Triangle' and 'Square', 'Triangle'



FIRING

You begin your game as Nick Kang makes his way into a firing range to practice his shooting before hitting the street. When your weapons are drawn, Nick automatically aims at any target. Hitting R1 rapidly makes Nick open fire on the selected target, but initially his weapons have a low yield of ammo, calling for regular reloads.

Later, after you pass some tests in the firing ranges, you find a pair of Desert Eagles. Later still, you find laser-sighted Desert Eagles, MP5 snub machine guns, an AK47 machine gun and a larger combat rifle. You don't just hold one of the bigger guns like that wuss Tommy Vercetti (sorry, Mr Vercetti). Kang holds one rifle in each hand.

LOCK ON
Nick automatically locks on to the nearest target when his guns are drawn. You can switch targets by hitting L1. This is handy when faced with multiple foes, or attempting to get better guns in the shooting ranges.

STEALTH SHOOTING
When in areas that require stealth, Nick must use his lock-on whilst hiding on a corner or behind a wall. Nick can peak out and fire. He can also use 'X' to crouch and avoid shots that might otherwise hit him.

DRIVING AND FIRING
Nick can fire from his chosen vehicle too, even on a motorbike. However, he's only able to fire one gun while driving with the other hand. But be careful, if not locked on you may hit innocents in crossfire!

UPGRADE ONE: FIRING RANGE

THE FIRST UPGRADE FOR YOUR FIRING SKILLS...

The first available upgrade provides the ability to auto-aim at two targets at once. The reticle highlights the primary target, but you fire at two targets. This upgrade is available at the first firing range. You must destroy eight targets and avoid hitting the three civilian targets.

Tactical TRUE CRIME STREETS OF LA

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and 'Circle' – to hammer him. You can also grapple with the 'Circle' button. Use 'Square' to pick up any weapon he drops.

EPISODE ONE (FINALE), MISSION FIVE
Take out the Triad
OBJECTIVE: Take out Triad

Outside the restaurant you run into an armed thug and must use your guns. Use 'Triangle' to roll and avoid the shots. Also, 'X' ducks you behind cars. If you can take him alive, that works towards a better ending sequence for Nick. This is the same story for most of these missions.

EPISODE TWO

EPISODE TWO, MISSION ONE
Cruisin' for Leads
OBJECTIVE: Head Over to the Dojo, Take on Street Crime

You must head over to your brother's 24/7 Dojo to try and get some new information. You can choose to visit sites for upgraded weapons and tackle street crime if you want.

EPISODE TWO, MISSION TWO
Dojo Attacker
OBJECTIVE: Beat up your Brother!

You have to fight your brother. Adopt the same technique as you did with the Triad in the restaurant and you should win easily. There's also a lot more space in the Dojo for running attacks, so use the area.

EPISODE TWO, MISSION THREE
Head to the Bar
OBJECTIVE: Get to the Bar in Under a Minute

Easy, but you need to get going straight away. Initially, early on, you come to a fork in the road. Go left and head towards the green arrow. You should make it with plenty of time to spare.

EPISODE TWO, MISSION FOUR
Fight Feng
OBJECTIVE: Take on the Nasty Feng in the Bar

Another fight, this time against a trickier thug with a knife in his hand. This cluttered bar is ripe for a smashing, so get stuck in with the same technique as before. A flurry of kicks and punches should soon have him on his knees. Also, don't forget to use those moments where he's stunned to use a combo attack to take a chunk off his health.

UPGRADE : 24/7 DOJO

ONE OF THE FIRST UPGRADES FOR YOUR COMBAT SKILLS...

One of the first available upgrades provides a handy back attack. This is where Nick takes out a target behind him with a one-button move. You must take out 12 targets to get it. Simply hit 'X' constantly, or other buttons. If you lose your flow, simply take out a target and a new one is set up behind you to hit again.

EPISODE TWO, MISSION FIVE
Chase Feng
OBJECTIVE: Chase the Triad Feng, and Arrest or Kill Him

Like the previous Triad, if you kill Feng you get a weaker ending. Arresting is better. Use R1 to neutralise the suspect with a shot to the arm (leg-shots prove fatal, for some reason). You can also bring Feng down using 'Circle' to jump at him and beat him up till he relents.

EPISODE TWO, MISSION SIX
Drive to Jimmy's
OBJECTIVE: Head To Jimmy's Place

A simple objective leaves you with time to handle a few street crimes for badges and get yourself upgraded weapons and combat-wise (see Upgrades).

EPISODE TWO, MISSION SEVEN
Sneak into Warehouse
OBJECTIVE: Sneak Past the Guards to get into the Warehouse

You must use stealth to sneak by the guards to get into the warehouse. There are two options. The 'X' button stuns (good cop points) and 'Square' kills them silently (bad cop points). The first guard is easy; sneak up when he's facing the other way and take him out. Next, wait and watch the guard around the corner. When he turns with his back facing you, head in and attack him. The next guard by the pillar is always facing the other way, but make sure the patrolling guard ahead of him isn't facing you when you move in. Lastly, wait till the patrolling guard is moving away to attack him. Go up the ramp and shoot the remaining guard with a tranquilliser gun. Enter the warehouse.

EPISODE TWO, MISSION EIGHT
Jimmy's Ambush
OBJECTIVE: Take Out Jimmy's Thugs

To hell with stealth – this is about an all-out gunfight. The first couple of guards that come out are easy, but don't rush ahead too quickly as you're overwhelmed. Make sure to pick up any dropped weapons (use the 'Circle' button). The bigger the better. Most effective are the UZI guns which offer the most rounds per second. Use the middle area as cover; the enemies kill you if you stay too still. Watch the balconies and use 'Triangle' and analogue to roll left and right. 'X' crouches you.

UPGRADE : FIRING RANGE

AN UPGRADED SET OF WEAPONS FOR NICK TO BAG...

To upgrade to .40 revolvers, you need to pass a set course where targets fire back balls to hit you. If they hit you too many times, you can expect to fail. The best way to go about it is to keep strafing when locked on via the analogue. Keep firing and use 'Triangle' to roll and duck the shots. Watch out for above-balcony attacks and make your way to the end of the course to pick up the guns.

EPISODE TWO (FINALE), MISSION NINE
Sniper
OBJECTIVE: Take out the Sniper

To end this action-packed episode you must take out the sniper. This is your biggest challenge yet, calling on your own sniping skills. There are three windows. Outside, a sniper moves left and right to various positions to shoot you. In most areas he hits you, so be quick. You need to go into Zoom Mode with your guns and shoot him (normal blasting does nothing). To make it easier, head up to the window and go into the Zoom Mode. Aim at the sniper and fire. He flails his arms if hit, and moves to another position. You can hit him again from this position if you wish, or move. Make sure you're quick, that's really the best advice. It's a bit hard, but try not to skip it if you can. Keep zooming in on the bugger and firing. He dies after four or five shots.

UPGRADE : 24/7 DOJO

KEEP ON UPGRADING YOUR COMBAT SKILLS...

Now comes the time to learn a running attack, which is handy for those moments where there's space between you and your enemy. As the targets drop (you need 12 hits) run at them and press either 'X', 'Square' or 'Triangle' to strike them. Get 12 and the upgrade is yours.

UPGRADE : 24/7 DOJO

UPGRADE TO A NEW GRAPPLE MOVE IN THIS COMBAT TRIAL

To get the Whirlwind Throw, you need to beat the initial group of fighters, then battle a double 'ard bastard. He's no tougher than anyone else you fight in the game, but he has a few grapple moves that might catch you. So keep your distance and run in with the attack. Once beaten, you have the new grapple move. Sweeeeet!

DRIVING TIPS

THE STREETS ARE TOUGH. HERE'S SOME TIPS ON HOW TO KEEP IT WHEEL (SORRY)...

TIP: If you drive Nick's car, it has a siren. If you turn it on (press Right on your D-pad) traffic should pull over to let you through.

TIP: Using 'Circle' is a great way of turning sharper, but it costs speed. Using 'Square' (try tapping it as you go around a corner) retains speed, but you have less control.

TIP: Nick's car is fast, but there are faster cars. The game engine works in a similar way to *Grand Theft Auto*; whatever you're driving, the car you have appears around you a lot more. So when you next take out a street racer, hop in his car (even if bashed to buggery), and either get it repaired (head to the pump sign on the map) or simply wait for an identical car to come along.

TIP: When other police are involved in incidents, try taking their patrol vehicle. It's fast and has a decent siren on it. Plus you look like a proper bobby on the beat.

TIP: When you arrive on scene of a crime, it's worth setting off the siren to try and get the suspects to surrender.

TIP: Be careful getting out of your car to take on a suspect. You may get run over! If you do, it's painful and costs a lot of health. This game's AI doesn't respect the law!

TACTICAL JAK II RENEGADE SPONSORED BY ACTION REPLAY MAX

GUIDE

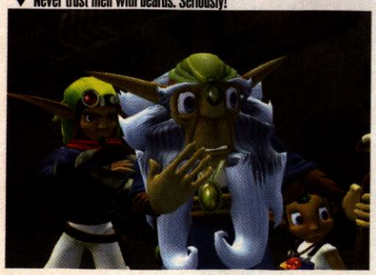
I'D RATHER JAK THAN FLEETWOOD MAC...

PSi2 ON THE DISC!

THERE'S LOADS TO DO IN HAVEN CITY, BUT MOST IMPORTANTLY, YOU NEED TO COMPLETE ALL 65 MISSIONS. OVER THE NEXT SIX PAGES YOU'LL FIND ESSENTIAL ADVICE ON HOW TO COMPLETE EVERY SINGLE ONE OF THEM. LOOK OUT FOR HINTS AND TIPS ON THE GAME'S BONUSES AND SECRETS NEXT MONTH...

JAK II RENEGADE

▼ Never trust men with beards. Seriously!



ACT 1

ESCAPE FROM THE FORTRESS

Daxter in the Fortress

Go over to the pile of crates by the wall in front of you and use them to get up into the vent. Follow the vent into the room at the end, then jump up to the platform on the left via the pile of crates. Make your way out of the fortress, following Daxter's instructions to get past obstacles and beating up any Krimzon Guards that get in your way.

PROTECT KOR AND KID

Kor in the street near the Fortress exit

Fight off all the nearby Krimzon Guards and make sure they don't harm Kor or the kid.

RETRIEVE BANNER FROM DEAD TOWN

Torn at the Underground HQ

Fight your way across the islands and platforms, then up onto the ruins. Keep going until you reach a platform with several Glubs on it. Defeat them then jump up to the next platform. Take care crossing the next bridge as it collapses as will many of the platforms on the way up the ruined tower, so don't stand on any of them for too long. Approach the Baron's Banner when you reach the top

FIND PUMPING STATION VALVE

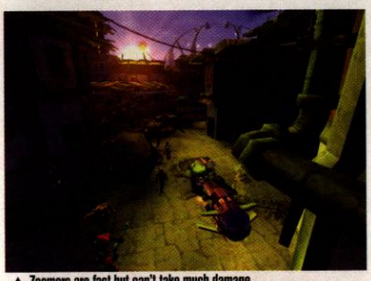
Torn at the Underground HQ

Make your way towards the valve via the beaches, platforms and pipes. Watch out for the rotating pipes – double-jump if you're on one that's about to turn. To avoid the electric barriers on the pipes, double jump as they are coming towards you. Eventually you reach a metal ramp, which leads up to the ledge where the valve is.

BLOW UP AMMO AT FORTRESS

Torn at the Underground HQ

As you enter the Fortress, turn left. The Security Tank follows you, so keep running and jumping, avoiding getting in its sights. Double-jumping even when you don't need to makes the tank aim high, so keep doing it throughout this section. Once you're around the corner, thin red laser beams appear – jump over these or you draw fire from the turrets as well as the tank. Jump up to the higher platform then over to the rotating platforms. Break the tubes in the centre of each one, then go through the opening where the electrical barrier was. Negotiate the moving platforms and defeat the guards then long jump over the spiky floor. Continue through the Fortress and you find a Red Security Pass. Go near the missile warhead at one end of the room so that the Security Tank shoots at the four cooling system units attached to it. Leg it through the exit before the missile blows.



▲ Zoomers are fast but can't take much damage

MAKE DELIVERY TO HIP HOG SALOON

Torn at the Underground HQ

Get on the marked Zoomer and begin making your way towards the Saloon slowly – you don't want to take any damage before you're even attacked. Look out for clusters of red dots on the radar. These are groups of Red Krimzon Guards and Hellcat Cruisers. Stay low to avoid colliding with the Cruisers and speed past. Eventually you cross the Port and reach the Saloon, where Krew gives you the Red Gun.

BEAT SCATTER GUN COURSE

Krew at the Hip Hog Heaven Saloon

All of the targets you have to destroy are dark blue or orangey brown. The brown ones are the trickiest because they look similar to the 'civilian' targets. Because of the wide range of effect of the gun, you need to get close to your targets to make sure you don't hit any 'innocent bystanders'. Overall, be patient and proceed gradually.

▲ Dark Jak always comes in handy when you're outnumbered by Krimzon Guards

PROTECT SIG AT PUMPING STATION

Krew at the Hip Hog Heaven Saloon

Stay with Sig and follow all of his instructions. You're probably better off using melee attacks to fight off the Glubs and Znorkle Tooths, while saving your gun for the Juice Goons. Whenever Sig stops to charge his Peace Maker, turn the camera so it's pointing to the area of water from which the Znorkle Tooths are coming and try to hit them back into it. At the point when Sig's gun jams, your best bet is to turn into Dark Jack and go berserk near Sig to keep the enemies at bay.

▲ You'll get a Peacemaker of your very own later in the game

DESTROY TURRETS IN SEWERS

Krew at the Hip Hog Heaven Saloon

Make your way through the sewers switching the lights on (step on the glowing bumps) and destroying the sentry guns as you go. To get close to the guns you need to jump and dodge sideways as they fire. They fire in a steady rhythm; this is easy with a bit of practice.

BEAT BLASTER GUN COURSE

Krew at the Hip Hog Heaven Saloon

At the beginning of this mission you obtain the Yellow Gun. This is very similar to the first gun challenge, but with a different gun. Use the rapid-fire combo you learn before you try the course to destroy targets more quickly.

RESCUE VIN AT STRIP MINE

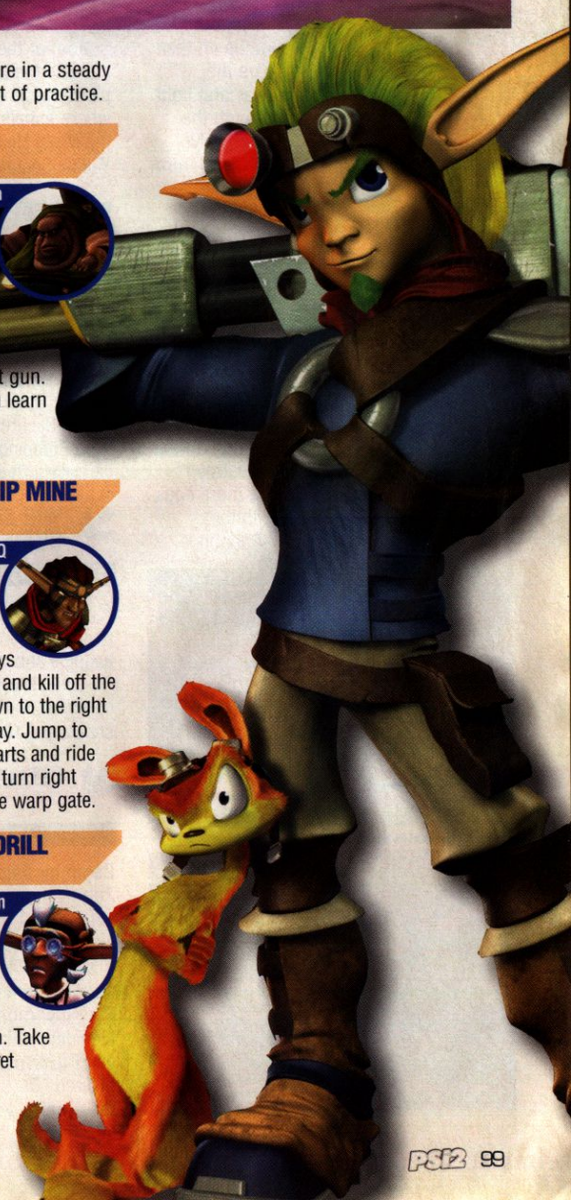
Torn at the Underground HQ

Turn left as soon as you come out of the warp gate and clamber up the rock wall. From here, follow the walkways across the middle of the level and kill off the enemies at the end. Drop down to the right and go up the moving walkway. Jump to one of the suspended mine carts and ride it to the other side. Jump off, turn right and enter the room next to the warp gate.

DESTROY EGGS AT DRILL PLATFORM

Vin at the Power Station

Make your way along the platforms. Deal with the two waves of Ginsu by staying on the higher platforms and using your Red Gun on them. Take the lift up to the Cannon Turret and destroy the eggs and any Wasps that attack you. Go



TACTICAL

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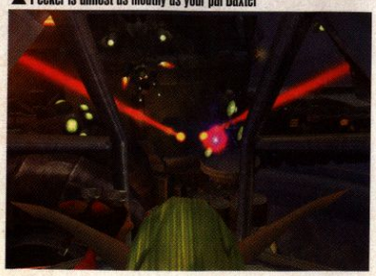
▲ The Baron's not as tough as he looks

down two floors on the lift then go up the moving walkway and fight your way through the building. Once you've destroyed the Ginsu, turn left then jump up the barrels and onto the walkway. Follow the walkways then hit the red lever. Quickly jump across the platform that raises up and kill some more Ginsu then do the same again. Cross the bridge then go up the lift and destroy some more eggs with the Cannon Turret. Go down two floors then kill the remaining Ginsu and Wasps. Continue through the level to the last Cannon Turret and destroy the final clusters of eggs

▲ Pecker is almost as mouthy as your pal Daxter



FIND PUMPING STATION PATROL

Torn at the Underground HQ

Make your way to the bottom of the metal ramp and use the three piston platforms to get up the cliff where Ashelin is waiting. Help her kill all the Metal Heads and she gives you the Yellow Security Pass.

BEAT TIME TO RACE GARAGE

Krew at the Hip Hog Heaven Saloon

Krew gives you the Green Security Pass at the start of this mission so you can access the Stadium section of the city. But if you've already obtained the Yellow Security Pass from Ashelin in the 'Find Pumping Station Patrol' mission, you can take a much quicker route to the garage.

WIN JET BOARD STADIUM CHALLENGE

Mystery Person at the Race Garage

A good way to pick up points fast is to get into a halfpipe and do tricks using R1 and L1 together. This combines flips and tricks together, and you should get 1000+ points for each combo.

COLLECT MONEY FOR KREW

Daxter in the Fortress

Begin by using the Zoomer outside the saloon, but you should swap vehicles to a Flyer at the first available opportunity to get a better balance of speed and armour. Stay low most of the time to avoid vehicles, only going high when you need to avoid an obstacle on the ground. On completion of this mission, Krew gives you a Scatter Gun Upgrade.

FIND LENS IN MOUNTAIN TEMPLE

Onin & Pecker at the Bazaar

Go around the corner and turn right. Shoot at the floating cone, then use it to cross the gap before it flips back over again. Go down the lift, then turn left. When you encounter a Ram Head, double-jump to avoid its charges then, when it rears up, shoot it in the belly with your yellow gun. Once it's beaten, jump on the button to make a platform appear. Make your way through the rest of this part of the level and you find the Lens in a pillar of light.

FIND GEAR IN MOUNTAIN TEMPLE

Onin & Pecker at the Bazaar

Jump onto the floating platform and ride it down to the large hall. Go through the exit on your left and make your way to the rock-fall section. Patience is required here. Wait in safe spots until there is a bit of a lull then make a break for a few more ledges. Continue 'til you find the Gear.

FIND SHARD IN MOUNTAIN TEMPLE

Onin & Pecker at the Bazaar

Ride down to the large hall again. Go through the exit in front of you. Use your Red Gun to fight your way up the hill, then continue until you reach some floating cubes. Punch the first cube so it unfolds into a bridge to the next cube, then do the same with the others to reach the other side. Make your way up to the building with the Shard in it.

TURN ON FIVE POWER SWITCHES

Vin at the Power Station

Find a Flyer or Cruiser straight away and make your way to each switch at ground level. Shoot the cannons from inside the vehicle, only getting out to press the switches. This should keep you safe from the Krimzon Guards.

RIDE ELEVATOR UP TO PALACE

Avoid the red floor on the cable, instead proceeding via the platforms and poles at either side. Use your Yellow Gun to destroy the cannons. Don't try to stand on the cable itself – you slip off. To avoid the rotating cannon at the end of the cable, either use some well-timed jumps and ducks or turn into Dark Jak so that it can't hurt you.

DEFEAT BARON AT PALACE

In the first phase, dodge the machine-gun fire, then shoot him with your Yellow Gun while he moves, reloads and recharges. In the next phase, avoid the missiles by keeping clear of the targets that appear on the ground, then shoot him as before. In the third phase, keep your distance to avoid the flame twisters and double-jump to the side to avoid his charge, get in as many shots as you can in between times.

SHUTTLE UNDERGROUND FIGHTERS

Torn at the Underground HQ

Don't drive too fast – you can't afford any casualties, and the time limits aren't that tight. There's a vehicle parked near the second safe house, so get into it and continue to drive carefully.

PROTECT SITE IN DEAD TOWN

Torn in the Underground HQ

At the beginning of this mission Torn gives you the Blue Gun. But don't use it to begin with. The first place to use it is against the Rapid Gunners guarding the way into the large ruin. The rest of the level is just a matter of killing everything.

ACT 2

CATCH SCOUTS IN HAVEN FOREST

Samos at the Underground HQ

The scouts are marked on the map. Catching them is a matter of giving chase until you catch up. You're a little faster than them, so as long as you're patient and don't crash, you're able to get them

DESTROY CARGO IN PORT

Krew at the Hip Hog Heaven Saloon

There are loads of routes by which you can get the cargo units, but whatever route you choose, there are a couple of things worth remembering. The bridges you can't pass under on the Jet Board can be swum under. It's best to avoid the mines, but if you do hit one, the most important thing is to get away before it blows.

RESCUE LURKERS FOR BRUTTER

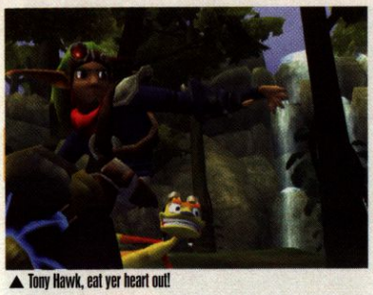
Krew at the Hip Hog Heaven Saloon

At the beginning of this mission, Krew gives you an Ammo Increase Upgrade which effects all of your weapons. Get a vehicle and follow the dots on the map to find the Slave Wagons. Shoot one down and stop to let the Lurker onto your vehicle. Take it to Bruttert then do the same with the other two.

DRAIN SEWERS TO FIND STATUE

Krew at the Hip Hog Heaven Saloon

Go along the tunnel on your Jet Board and bear right. Maintain a high speed to stay on the curvy track, then when you come off the end, punch the valve. Go through the newly-drained tunnel, dodging the mines and turbines. Eventually you reach


▲ Tony Hawk, eat yer heart out!

the second valve. Hit it, then go back the way you came and go through the newly-drained tunnel leading from the central chamber. Jump over, and dodge all the obstacles on the way to the last valve then go back to the central chamber and approach the statue.

INTERCEPT TANKER

Ashelin in the Bazaar

This mission is a simple ass-kicking fest.

WIN CLASS THREE RACE AT STADIUM

Keira at the Race Garage

On top of racing fast and not crashing, there are two things you can do to increase your chances of winning the race. Firstly, only use your turbo just before the ramp and make sure you push the nose down in order to ensure you make it into the tunnel. Secondly you can take a shortcut across the hairpin bend. As the track turns right, keep going straight on and press R1 as you reach the edge of the track.

ESCORT KID TO POWER STATION

Samos at the Underground HQ

The trickiest part of this mission is the first bit – escorting the kid to the vehicle. Begin by staying in front of the kid and using your Yellow Gun to pick off guards from long range, then switch to the Red Gun and stay close to the kid when they start coming from all sides. Drive to the Power Station and kill off all the Krimzon Guards around the entrance.

DESTROY EQUIPMENT AT DIG

Kor at the Power Station

Kill the two Krimzon Guards in front of you then go straight ahead across the bridge. Bear right and follow the path up along the edge of the chamber. Fight your way onto the platform at the top of the path then get on your board and grind the curved rail on the right. You can get all but six of the cables by following the curved rails all the way around the chamber. The last six are on two lower platforms.

BLOW UP STRIP-MINE ECO WELLS

Vin at the Power Station

Begin by going straight ahead on your board, through the eco pool and up the support of the mine cart cable. Turn right at the top and either land on a cart or grind the cable. Jump off and head straight for the first tower. Ride away from the tower and turn left. Jump down onto the path at the edge of the quarry and make your way along it, avoiding the various obstacles. Jump on and off the moving platform in the last gap and get the next tower. Turn left and jump into the lower area. Turn left again and go up the slope to get the next tower. Go back down and up the slope opposite. Turn right and cross the bridge to get the next tower. Go back across the bridge then follow the long bridge around to the next tower. After coming back down jump to the right off the bridge and you should be heading for the final tower.

▲ Keep clear of the Baron's cannon turrets

DESTROY SHIP AT DRILL PLATFORM

Kor at the Power Station

There's a little more to this level than full-on blasting. When fighting the Krimzon Guards, target the ones closest to you and make sure you kill them. Finish each one off before you target another, or else you end up surrounded by wounded (but no less dangerous) enemies. When fighting the ships simply target each cannon as it opens fire on you and pick off any flying Krimzon Guards that try to lend their support.

HUNT HAVEN FOREST METAL HEADS

Sig at the Hip Hog Heaven Saloon

Keep moving and jumping all the time and you're unlikely to be shot. As soon as you see enemy shots, turn in the direction they are coming from and open fire with your Yellow or Blue Gun. If you look carefully, you can sometimes make out the eyes of the invisible Metal Heads, but don't stop to get a better look – it's more important to keep moving.

GET SEAL PIECE AT DIG

Samos at the Bazaar

Go straight on into the cave and onto the platform then grind down the pipe. Follow the cave and hit the switch at the end of it. Jump onto the wooden platform and make your way to the switch guarded by a Sling Blaster. Go to the wooden platform next to the rock pillar and drop down to get the switch underneath it. Climb back up. Defeat the Sling Blaster and two Manic Heads, then go up the wooden platforms to the right. Drop onto the cubes then dive onto the three on the left. Dive once more on the one second from the left then drop down to the switch and hit it. Go back up then make your way up onto the platforms behind where you fought the Sling Blaster and Manic Heads. Grind the pipe on your Jet Board then get off the board and jump down to the area beneath the trapeze. Get the switch in the small room then go back up. This time jump up and grab the trapeze. Jump off when the balloon reaches the other side. Continue into the lava cavern via the now fully raised wooden pillar. Make your way through via the platforms and trapezes in this cavern and get past the obstacles in the next to reach the totem pole and get the Seal Piece.

▲ Once you shoot them, their camouflage wears off

DESTROY FIVE HELL CAT CRUISERS

Torn at the Underground HQ

Get in a Flyer or Cruiser and use your Yellow or Blue gun to blast each Hell Cat Cruiser out of the sky. Keep switching vehicles to avoid being blown up in one. Any time you spend out of a vehicle should be spent on your Jet Board to make you a more difficult target.

GET SEAL PIECE AT WATER SLUMS

Brutter

As soon as you get the Seal Piece you're under attack, and your only choice is to fight your way out. Get your Blue Gun out and start making your way back slowly and systematically. Concentrate on attacking enemies in your way and nudge your way forward as you attack. Don't advance far enough to be in range of the dropship's cannons. Wait for them to fly away before

moving on. Keep collecting Blue Ammo whenever you get the opportunity because you're going to use loads of it.

BEAT ONIN GAME

Onin and Pecker at the Bazaar

The only advice to give for this game is you need to avoid panicking. Just concentrate hard and hit the buttons in a steady rhythm, rather than trying to whack them all really fast. Get over 400 points and you receive the final Seal Piece

INSERT ITEMS INTO NO MAN'S CANYON

Onin and Pecker at the Bazaar

The only advice to give for this game is you need to avoid panicking. Just concentrate hard and hit the buttons in a steady rhythm, rather than trying to whack them all really fast. Get over 400 points and you receive the final Seal Piece

PASS THE FIRST TEST OF MANHOOD

Go straight on into the tomb, then turn left. Make your way around the tomb, then when the pillars rise up, go down the large steps on one side. In the Daxter section, there's little more you can do other than practice 'til you know the course well enough to get through it. Next you've another section of moving bars and blocks to contend with. It's all down to the timing of the jumps.

PASS THE SECOND TEST OF MANHOOD

Now go through the green doors on the right-hand side of the main flooded chamber. When the beetles fall from the ceiling, memorise which have red crosses on their bellies, then punch those three when they turn over. Before entering the room with loads of gravestones in it, turn the in-game music on if it isn't on already. You have to hit gravestones that produce the same melody one after the other, so this is a traditional test of memory.

DEFEAT BARON IN MAR'S TOMB

In the first phase, use your Red Gun to destroy the spider bots, then punch the Baron's bombs back at him. In the second phase, do the same, only make sure you hide behind the pillars so the Baron can't shoot you. In the third phase, he blasts part of the platform then launches just two bombs. Kick these back at him when he pops up, but don't be in too much of a rush. Jump the gaps carefully, and make sure you don't fall down any of them.

▲ Now you've blasted the spider bots, wait for the bombs

ACT 3

RESCUE FRIENDS IN FORTRESS

Torn at the Underground HQ

Go into the corridor behind the computer banks in the lobby. Fight your way along the path then, when you've reached the other end and stopped the flow of enemies, hit the five switches. Dodge the lasers and jump from turret to turret. Drop into the halfpipe, staying away from the electricity, then turn right and jump on your board to get out of the halfpipe. Get off the board and wait for the lasers to cross right in front of you, then jump on and grind the rail. Turn left and run through. Blast the three enemies on the ledge. Get on the ledge then wait for the lasers to point forward then drop down and run across the bridge. Go through the next room to find your friends.

ESCORT MEN THROUGH SEWERS

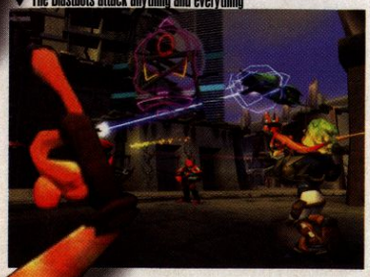
Stick close to Krew's men and kill any Metal Heads you encounter. When you reach the Hoseheads, you might as well just rush them guns blazing. You take one hit, but you're likely to take more then that if you try to be clever. To get the next lot, drop into the small pool on the left and jump up to shoot them. When the Metal Heads start coming down from the ceiling, get your Blue Gun out. Once you've completed this mission you can collect the Black Gun from the Gun Course.

WIN CLASS TWO RACE AT STADIUM

Kiera at the Race Garage

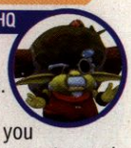
There are two shortcuts on this course, but you can only use one of them per lap. The first cuts out less track but is much easier to traverse successfully. It involves going straight on and jumping between two black and orange pillars. The other shortcut involves jumping from the point at which you land for the first one, cutting out the tight corner. You can turbo over both shortcuts as well as the straight that heads into the tunnel (keep that nose down) and the straight that goes up and down.

▼ The Blastbots attack anything and everything



PROTECT HIDEOUT FROM BLAST BOTS

Samos at the Underground HQ



Get in a vehicle and head south to the Industrial Zone. Blast the Blast Bots with long-range weapons. When you hear them start beeping you can stop and move onto the next one. Once you've got the pair in the Industrial Zone, get in a vehicle and quickly get back to the slums to head off the last one.

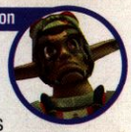
BEAT EROL IN RACE CHALLENGE

Samos

This much harder than the Stadium races as you're on a more complex course against a more skilful opponent. Also, there are no shortcuts to success here – just keep practising.

GET LIFE SEED IN DEAD TOWN

Erol at the Hip Hog Heaven Saloon



Get in the Titan Suit and make your way around the level smashing stuff and dragging blocks. The suit is very slow and incapable of long-range attacks, so you should get out of it to fight

many of the Metal Heads, otherwise it gets knackered very quickly.

DESTROY EGGS IN STRIP MINE

Vin at the Power Station

Get on your board and follow the path that leads up to the right just before the building in front of where you start. This is an obstacle course for your Jet Board, but don't forget that if you're struggling you can get off the board and re-align yourself at any time.

PROTECT SAMOS IN HAVEN FOREST

Onin & Pecker in the Bazaar

The Krimzon Guards come up the two wooden ramps, so run back and forth between the tops of the two ramps, wiping out each squad as it advances. Use your Yellow Gun to pick off the flying ones.

RESCUE LURKERS FOR BRUTTER

This is exactly the same as the previous mission you did for Brutter, except there are more Lurkers to rescue and instead of dropping them off at Brutter's place, you take them to a number of different hatches around the city.

DESTROY DRILL PLATFORM TOWER

Kor at the Power Station

Get in the Titan Suit and make your way through some doors and past some lasers. Cross the narrow bridge, then park the Titan Suit on the lift in the corner. Get out and go back across the bridge. Use the collapsing platforms to get onto the high ledge and kill the Metal Heads. Hit the switch then get back in the Titan Suit. Proceed through the next section, then disembark and kill the Metal Heads on the other side of the gap. Long-jump across the gap and hit the switch (or just shoot it), then long-jump to the next tunnel and hit another switch (or just shoot it). Go back and bring the Titan Suit across using the new platforms. Continue through the level 'til you find the terminals. Defeat the Metal Heads then destroy the terminal. You now have to rush out of the building. Use your Jet Board for the straighter sections and don't be afraid to get hurt if it saves you time.

WIN CLASS ONE RACE IN STADIUM

Keira at the Race Garage

The shortcuts on this course are marked on the map and both are worth using. Don't accelerate immediately at the start and you can go straight into the one on your right. Use a turbo (or maybe even two) on the section that starts with the hole in the track and immediately after the tight corner before the second shortcut. Win the race and you obtain the Palace Security Pass.

EXPLORE PALACE

Ashelin in the Palace

After speaking to Ashelin in the throne room, leave via the small tunnel on one side. Swing and jump up to the platform with three Yello Krimzon Guards on it, then kill them. Go behind the cannon turret and jump up onto a nearby pipe so you can shoot the Krimzon Guards in the distance. Proceed across the platform then shoot out the window. Grind along the edge where the window was, then jump to the platform at the other end. Carry on through the main lobby, grind some more rails and kill some more Krimzon Guards. Shoot down the large ring then grind it clockwise to get across the gap. Kill some more guards and jump some more gaps and you're out of the Palace.

GET HEART OF MAR IN WEAPONS LAB

Ashelin in the Palace

Fight your way into the lab. Dive on the big button to turn the force field off, shoot the big red button to reverse the conveyor belt and shoot the rolling bots to open them up so you can destroy them. Carry on a little further and you find yourself on a sloped conveyor running uphill. Jump to get near the bottom then shoot the two slabs with red targets on them so that they flip down. Do a long jump from the bottom of the conveyor onto the slabs. For the rest of the level you're up against variations of what you've already encountered until you reach a lift to the roof.

BEAT KREW IN WEAPONS LAB

Krew gives you a Damage Increase Upgrade before you fight him. Begin by eliminating the little green Krews then open fire on Krew himself. Note that every time you damage him you need to wait a little while before you can damage him again so don't waste your ammo blasting him relentlessly. The best thing to do is run away from him then, as soon as he's fired a volley four shots, double back and take a shot at him. The next two phases of the battle are essentially the same only Krew is faster and more aggressive each time.

BEAT THE METAL HEADS MASH

Tess at the Hip Hog Heaven Saloon

To beat the game, you have to get to the end making 20 or fewer mistakes. Hit the yellow and grey heads, but don't hit the red ones. This game's all about practice; there are no tricks.

▲ Jak manages to find a chemical weapons lab without too much difficulty. Perhaps the US army should give him a call...

FIND SIG IN UNDER PORT

Tess in the Hip Hog Heaven Saloon

Get in the Titan Suit then go into the next room and stand in the stream of bubbles. Punch through the gate then make your way through the next room and drop through the hole in the floor. Continue through the level 'til you reach four platforms. Punch the platforms to release them (don't forget to get air) then get on the lift and jump from platform to platform. Continue to the end of the level then get out of the Titan Suit when you're prompted.

ESCORT SIG IN UNDER PORT

Sig in Under Port

Quickly punch the blocks into the holes in the floor. Run and jump from the huge Metal Head 'til it takes a fall, then jump across the gap on the left-hand side of the block and punch it along 'til it's level with the hole. Now quickly jump back across and shoot the block into the hole. In the next room you have to get the blocks into the holes especially quickly as Sig is under attack. Run from the huge Metal Heads again, jumping the electric barriers and shooting the cone shaped platforms to turn them over.

DEFEND STADIUM

Sig in Under Port

If you can turn into Dark Jak right now then do, as he's perfect for this mission. However, if you can't, it's still possible to do it by sticking close to Samos and Samos and using your Red Gun to kill the Metal Heads. Your radar comes in handy for spotting which direction the biggest threat is in.

CHECK THE CONSTRUCTION SITE

Tess in the Hip Hog Heaven Saloon

Simply make your way to the Construction Site and watch the cut-scene.

BREAK BARRIER AT NEST

Ashelin

Head left then hit the wheel to make the round platform rise up. Keep going and you soon reach a big gun you can use to blow a hole in the nest.

ATTTACK THE METAL HEAD NEST

Fighting your way through this section is very hard, but you can make it easier on yourself by adopting a careful, systematic, yet trigger-happy approach. Plus, make sure you break open every crate you see as you're going to need all the ammo and Health Paks you can get.

DESTROY THE METAL HEAD LEADER

In the fist phase, run around the outside, taking care of the Stingers and eggs. Once you've got all or most of them, fire at Metal Kor repeatedly. Run to the side to avoid being shot if you see his head glow, and turn to shoot any Stingers that get too close. In the second phase, there are Wasps to contend with, plus Metal Kor fires two shots at once. However, the method is pretty-much the same. In the third phase, keep running from Metal Kor 'til he tries to attack you. As soon as you avoid the attack, turn around and shoot at him repeatedly 'til he starts moving towards you again. If you get the opportunity to turn into Dark Jak at any point during the battle, do so, as his special attacks do Metal Kor hefty damage.

▼ Told you you'd get your own Peacemaker

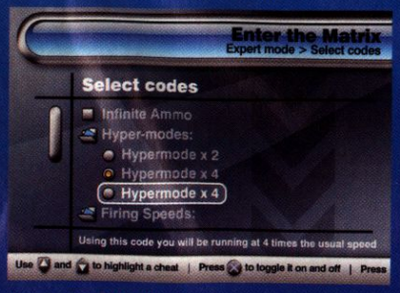
HACKER

THE NATION'S **NUMBER ONE** CHEATS

EVERY MONTH WE'RE HERE TO SOLVE THE HARSHEST GAMING HEADACHES BY BRINGING YOU THE LATEST CHEAT CODES FOR **ACTION REPLAY MAX,** THE BEST-SELLING GAME ENHANCER FOR PLAYSTATION2...

Be honest. Have you ever got stuck in a game to the point where you're almost pulling out your hair? Unless you're follicly challenged, we guess the answer to that question is a resounding 'oh, yes'.

In which case the all-new **Action Replay MAX** should be your weapon of choice. Not only does it come packed with 30,000+ preloaded cheat codes, which are completely different to the officially-sanctioned button combo cheats released by games companies, but also because **MAX** is so easy to update with new codes for newly-released PS2 games. Which is where we come in...



Y'see, while **MAX** includes a very handy live code update for the rich city dwellers who already have access to broadband, we'll wager that many of our readers will still be entering their new **MAX** codes manually.

So every month we publish **MAX** codes for the latest games and greatest budget titles. Just whack the data into your **Action Replay MAX** using your Dual Shock controller. Or rattle them in like a demented secretary by using one of those swish PowerBoard PS2 keyboards.

You can find out more about Action Replay MAX by visiting www.codejunkies.com, and you'll also find daily code updates there too.

PRO EVOLUTION SOCCER 3

(M)
1JDH-7B2V-9YW81
36D0-PTC0-689T7

Unlock All Shop Items
6FPF-3W80-DAHDZ
C58B-6D4T-YR54M
1QAJ-TMKB-56MM3
D9VT-337V-JZNPC

Win All Trophies
9A83-AJHF-BYT9E
V9PG-A24E-C0UXV

Infinite Transfer Points
C0R5-BEEF-WN7W4
KCP1-5NPQ-YCA0K

Bigger Created Characters
WGWM-3XM4-XKC0N
CE2B-WQ8W-2XHN3

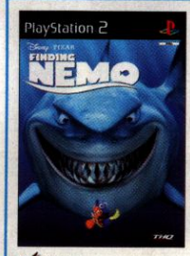
Home Team Scores 99
Press R3+L3+L1 to activate
07N1-NRF2-D81DU
RVWC-88VX-N57AP
ERAA-591V-FX6EK

Home Team Scores 0
Press R3+L3+L2 to activate
URXF-QA02-MVFJH
T2D9-2955-8FUCA
X7MD-6FT4-GG12J

Away Team Scores 99
Press R3+L3+R1 to activate
M308-B5DR-81CZ9
UN05-BQC6-JDQXX
KE43-F1GA-0BK26

Away Team Scores 0
Press R3+L3+R2 to activate
B0WC-FYCZ-YAHEH
RVWC-88VX-N57AP
FFHW-JJ01-W2KTY

FINDING NEMO



(M)
K1ZQ-5G04-EU5VP
5RCB-7ZUR-BQQXW

Invincibility Mode
ABQY-RXTN-5XT8W
7H77-RY91-B3NTD

Loadsa Sea Snails
UV2W-XET4-8JQ6P
WWRK-CT7D-4K2J8
96EC-9E2A-NKNGP

Level Codes
Do not use more than one code per level
P6QZ-8AVV-GZV13

Unlock/Complete Level Codes
AG7M-JM9Z-PRQH3
JB9E-91K0-74840

Going To School
F1JH-NYW6-5N9TW
XJKJ-670Y-CAFC5
44HC-2PKE-B9FDC

Field Trip
W56F-GYTM-ZDEDU
BPKX-R64G-X5EM5
AF8M-MGZN-0RT9W

The Drop Off
QP70-A280-T503B
2W5X-66AM-DBN4X
0XNT-DVCG-5J8AT

Mask Chase
5BHE-6HZG-98TF9
Y1Y7-2TGH-9BJYM
WKHN-QG9H-AZDVV

Catch Dory
KU7Z-XXTQ-APTCG
597E-9W3F-HTE2Q
Q97D-CQNK-MPU2Z

Minefield
924J-AWZ0-2X428
M1Z5-8ME2-G5DMD
7XBA-V739-7MQGZ

Submarine
643W-YP2T-N6WEH
TKXV-A687-HJW20
0DEY-F4X0-1U19C

Hide And Seek
A9N7-YTKE-E8VR8
FCRD-08B2-0TRY1
TQQA-ZBNT-P55G7

Mask Search
9VMP-6DCU-0GAWU
TEGM-WWZU-AATVC
3CMH-FEY5-56C4A

Anglerfish Chase
JFJ3-KGGM-XEJYC
X0V0-K6Y4-KYBH5
Q269-P2M9-VRXGF

Mount Wannahockaloogie
Q4J4-PAJ5-VP708
T5NZ-FZ70-AMVPR
J72X-KKNX-E8X9T

Jellyfish Race
KET2-FF7A-GWUF6
8CJ1-E8QC-2QRG9
8T5P-NGNK-JJVRZ

Training With Gill
J1TP-VFDV-HN2CX
PJC7-W3RH-GHK4H
6JW0-D4WX-N26WD

East Australian Current
QGCA-JYWE-5QH9N
H3TT-7AZ4-DX4PC
R8W1-VTVB-Q73N4

The Plan
RRZT-CT00-VHF2R
D09E-F75Q-QZD3U
MW58-XA0A-230P3

Whale Chase
M3P0-BE1J-C4VWC
GD62-RTR8-07N0N
33YG-H840-7XU8Y

Treatment Plant
YKVT-3QBF-BUVNX
84TN-U214-YRTGH
BYHW-3BCM-1J7XB

Fishing Net Rescue
639E-75EP-45G22
6K44-8T2N-M1QZ2
1HG0-F8X0-R74E0

Unlock Level Only Codes
(Turn on the codes, make a save, then reload without the codes enabled)
3V8P-J9X6-0VHT8
JB9E-91K0-74840

Going To School
4ZD6-D2GW-3R2R5
DAY2-T4UX-4682Y

Field Trip
VYHP-GZZC-4KFY6
17DM-F6PR-U0K2N

The Drop Off
A84K-NC4F-4NXK9
EJNM-VRGZ-FY987

Mask Chase
84AY-Z7P4-ZN1QK
XQP5-6KHC-ZYJEY

Catch Dory
2GT4-CQD7-N9EWT
V65D-1MRB-4W57A

Minefield
XCGQ-AYCX-F63Q7
Q6RW-XA8Q-8APWN

Submarine
6GVC-Y6PF-VP2XC
AUXK-E2ED-Q1HCT

Hide And Seek
14XY-P6YV-MXCDF
QG6K-RUXJ-NYYTW

Mask Search
25P4-2B3C-UU6C7
D1X6-PYH6-178V5

Anglerfish Chase
H9DZ-49XK-JP44B
1NYF-KDA2-FQ7MX

Wannahockaloogie
ZTEA-RCYG-J2C7R
Y41P-GWT6-TG988

Jellyfish Race
7C3V-CD85-WEEBN
WY05-VX5U-QCNHW

Training With Gill
MRRB-K8H3-J2C48
5E6V-818N-7V8C2

East Australian Current
25CF-12CV-MH8H5
98AU-QATU-Q38WJ

The Plan
B36H-483K-BK7PY
PUDW-FJ3N-X9W2D

Whale Chase
B260-H4RQ-TA1K6
QVAJ-YDJK-R7M9Z

Treatment Plant
0MU4-9377-35HH0
085F-1KTB-3BV24

Fishing Net Rescue
JNPU-2MEY-P3UG3
WMYV-29Y3-H7Y8H

THESE ICONS SHOW HOW AR MAX WILL ORGANISE YOUR CODES.

- Codes with a tick are basic codes.
- Codes with a folder icon next to them help AR MAX organise any codes you input.
- The codes with the round yellow radio button next to them tell AR MAX that only one in that folder can be activated at any one time.

EVE OF EXTINCTION

(M)
NU2P-AANA-H1QB8
P8RY-B5JM-5HTBP
VFE7-FK9B-M32EA
KQEK-5ZFB-F8UP9
XQ7R-PWKD-D14G1
WPBD-QTTC-T3MK5
P02N-4BX0-YUTC1
9JDX-71RZ-46ZNT
0AJ5-TP3T-M8BT9
32JT-D97G-TZXT5
M12X-J2AJ-PT43X

Infinite Health
P22V-RP60-4PMJC
A26P-9X7D-KXGTG

Infinite Legacy Power
1J1C-UGM3-49N2G
26HM-BQN4-E413G

Max Power Unarmed
CG7M-E12K-RB4FH
HKRK-QKEY-VTY8C

Max Power Legacy Sword
B6Z5-786P-KBY0E
8MRU-9EPD-2FDP9

Max Power Legacy Rod
ZHYF-8H72-PKU1H
FXWR-PBD2-EPC1A

Max Power Katar
15W6-3UHU-4TDU5
RAJK-76Y4-PZ94V

Max Power Snake Sword
V1F0-WDNM-J1QEA
7JNE-UG8B-KX5AY

Max Power Crossbow
GMCH-MANR-U2N0W
V0VY-ND1H-HM6UM

Max Power Giant Axe
H22D-4VMB-WYXEZ
VRED-GYAF-F09J7

Max Power Broad Sword
UJ9N-PQ33-6C3JU
JPCM-DYKW-738ZE

Max Power Boomerang
9A9X-UCGC-MPP2D
A587-2F97-4X5AT

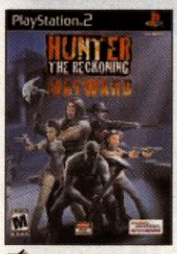
Max Power Tonfas
EZYZ-0VFH-88WN1
132Q-KDVQ-EB2V7

Max Power Twin Blades
MUU0-V2YX-KFCT7
JYGM-5QPP-UH17A

Codes Are Not Your Friends
GZ1M-EA8M-D68VD
NZ3V-WRN3-N2DJ2
5Z37-U0UQ-F4VGM
6Y7V-HPK7-TW5QC
ZT22-D2R5-5NEN1
BY50-1WTH-N4KZH
6EPC-Q41J-Y2RB0
ZH4X-QKR0-D4MR2
44ER-3CZV-QGMMP
B45K-9Q3D-NHJZ3
AQ6F-CGM4-Z82XE
9N2H-PM5Q-CJTHH
MNZ9-WEB2-8CKJY
MZY8-KQH8-ANB7D
YJDP-3F07-J06HB
5FNJ-UR5F-8MAPC

REMEMBER
For all the latest AR MAX CODES get straight over to www.codejunkies.com

HUNTER: THE RECKONING-WAYWARD



(M)
4WW8-5M7Z-WQCQ8
MUP8-FKHY-Y3GCP

Infinite Continues
RGGG-FKRR-EVB4B
1PQT-JCX7-27QPB

Unlock Character Codes
7TB3-7QJQ-MN657

Joshua Matthews
JZD2-EZNX-ZPAFM
6FTK-UBR6-6YBCB

Devin Lucien
7MV9-MR54-1EHFF
5E83-YZXD-ZJJ4A

Carpenter
TTPV-7HQ7-C5NW7
U175-T7Q5-X8A8U

Unlock Costumes Codes
ZVA9-4C1Y-149KF

Spencer 'Deuce' Wyatt
RKJ3-FU57-MNWVW
UH73-WE8Z-DTFXJ
9R86-8XPZ-WNKW0

Samantha Alexander
XV13-5Y6K-17Y36
YCN0-3B4U-PJ580
XNY1-M1Z8-U89QZ

Father Esteban Cortez
A5CA-Q5G4-1EXVR
QJ4J-XQBU-FF4TZ
K0YT-AKDD-7ZR4F

Kassandra Cheyung
D0TF-ZNWJ-2TKTW
4ER6-P7Z3-M82C1
E8MG-EWGN-GB6BM

Joshua Matthews
JC4V-ZJPQ-Y42J2
WMA9-2ABM-0UA7E

Devin Lucien
4B0Z-ZFY7-6FA8V
PRHM-J52X-QX3JJ

Max XP Codes
UA1D-XNJ1-4C1PY

Spencer 'Deuce' Wyatt
FNAW-W4XT-VQ6X1
387W-V6Y6-84F6K

Sam Alexander
84CJ-C3R7-51D3B
JHHP-8WHH-NM0UK

Father Esteban Cortez
BQGQ-JQEX-GHYPW
KE78-17BH-YDBHZ

Kassandra Cheyung
WYEY-P8XZ-CV3GC
TWUH-A2VH-6AC1T

Joshua Matthews
XE69-XVTE-CV9PA
Z671-K5X9-YQFZ4

Devin Lucien
QKQC-54BV-ZE7JR
6H8Z-6ZBN-GTT0R

Carpenter
YPGG-W6NG-2QCAU
Q170-89MH-TJMYH

ZONE OF THE ENDERS: THE 2ND RUNNER

(M)
N3MZ-T3M1-JXE08
NTMU-F3WW-05BBN
M9M4-B05N-DUVM8
1A26-J72V-VQCQ9

Vs Mode Character Codes
GACX-EUXQ-A2HG4

Jehuty Version 2
Z4JY-T83V-4TKDQ
78E4-MMQ1-HVZG8

Jehuty Damaged
7DEW-ZAN2-8UF8Y
UE5P-55A8-CDGT2

Naked Jehuty
U04J-GE30-FNAR4
MBWK-T6RH-YXB8J

Vic Viper
XAR8-Z7RP-VP9E6
MDD5-MXJY-R392D

Ardject
CD6Q-KG82-WH2K0
R36D-MG75-7YHK8

Nephtis
CKV5-EJDK-P7XEE
9XV3-6GD1-1HB7H

Inhert
436T-FQ7G-QTHDY
XGRA-PZKB-AGG80

T Aumaan Anubis
VVGV-G785-2VPUD
710Y-66QP-1UBKZ

Anubis
4P6J-8F5D-WUTZ9
JMA2-60JW-8TNV1

Battle Arena Codes
VXGN-CJ2V-71CVN

Callisto
2R4D-3A97-ZJMGJ
C51G-603X-8XVM1

Margaritifier
T2TK-VK51-B8P3E
17CQ-CPRU-XMB9T

Vascilia City
2KK8-NDWG-EQ307
8J4J-XH83-YJ2RX

Hauman Facility
1K3T-3H6J-9YERV
VNU0-WAW8-946P1

The Way To Phobos
QN4M-WN9G-V5J2V
Q991-8FDY-MU158

Auman
E3TT-TW5R-5U5X0
ECRX-UDJ1-X3EYD

The Core Of Auman
6487-2X08-3T0EB
YNMQ-NRT3-DATGV

Wind Tunnel
UGPG-RZEA-4PM82
H30V-6XJ8-7KK17

Story Mode Codes
NV9H-P3HA-P9100

Press Start For Level Up
KAR0-2CNT-2QPZ4
GZGY-M43J-HXR81

Infinite Health
JGZK-T43U-K188Y
RYV2-5M3U-THEW4
7YCA-0GAD-XYZ8Z

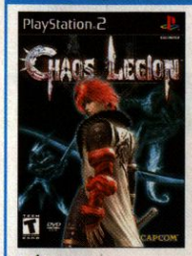
Infinite Sub Energy
QP1B-V1DF-VACCN
XKPC-VU47-J7GM7
G1RK-5VV0-20B1X

Speed Codes
F1E9-JWEC-B1TD9

Quick Jehuty
77HF-KXBU-5PJ4U
43JP-529Q-WV5QR
JKUR-ME6M-5K6VA
EQ2M-QECZ-3GG7T
2X3W-703U-5B0MT
3U62-E85N-JA3WJ
8N2R-CGQ5-QV8B3

Ultra Quick Jehuty
30YY-56TH-4PM6B
43JP-529Q-WV5QR
D9XT-X7TY-UR9T9
EQ2M-QECZ-3GG7T
2X3W-703U-5B0MT
3U62-E85N-JA3WJ
8N2R-CGQ5-QV8B3

CHAOS LEGION



(M)
R6CA-HZ9P-RANV7
FQEE-24C0-BWT4Q

Infinite Health And Use Max Life
3Y8T-HJBZ-V0WCB
0DAA-Y6G5-68HK0

Infinite Soul And Use Max Soul
UJR5-N9BX-MHG7Z
M36K-WAAE-7QA0Y

Max Life
5GJ1-07RA-C69WA
GAU2-20Y3-AMEFD
6FYN-9KVB-CKMVV

Max Soul
3ADP-1K1R-KZAA4
DZ9E-3YHB-B3XG3

Max Attack
G2N7-D043-9TFNX
W5F3-PHGE-2YFD5

Max Defense
ECPH-U92H-7UHRC
TK1U-0F12-FZMWX

All Legions Open
20UB-CTCY-FAH4T
WVUD-53X5-7FE5E

All Level 3 Force
92VK-QQNF-GXK5P
G0E0-2TYA-YUMUQ

All Level 3 Assist
YM1Y-9EBX-U2QBQ
QHY0-WE3U-PKXTV

All Level 3 Enchant
P0XG-EZB3-REZBA
PTPC-PF8C-XWVMV

All Level 3 Attack
943H-MZV6-989TJ
UZN4-TFXH-VNP3U

All Level 3 Defense
PPMN-7F19-45XD8
E2XZ-ZEXG-GNA71

Max EXP - Guilt
DWYH-53VR-4ZVRC
NB20-5URX-37CC8

Max EXP - Hatred
FM8C-VEA3-AU0JP
8PBA-UZHP-BK2TM

Max EXP - Malice
52RD-FEDA-M0E73
AZ64-CU5T-XF9VM

Max EXP - Arrogance
YE35-H5AK-130N0
E7P1-QHD4-TVAZ3

Max EXP - Flawed
G249-EVP2-NNEAB
FD3T-D4KT-29983

Max EXP - Blasphemy
VEN9-CR91-K9TER
J1V7-9UXX-E49Q2

Max EXP - Thanatos
J2TP-WTWV-HH4R2
JN7V-VX02-0HMRK

RUN LIKE HELL

(M)
QP21-JQ4Q-ATCQ7
N697-ZEXF-104KK
VFE7-FK9B-M32EA
KQEK-5ZFB-F8UP9

Infinite Armour
4XGU-K222-WU406
5WN7-877K-FKV0V

Infinite Health
VWGC-GAFR-U5P5B
R0RD-V72K-YFCQJ
C9NX-FBDH-7PPDD

Infinite Ammo
XN1R-Z5H6-1Q33Y
8E5E-PF45-EQX11

BIONICLE

(M)
4WU9-3BQA-ER0X2
440Z-DA2T-BCD7Z
VFE7-FK9B-M32EA
KQEK-5ZFB-F8UP9

Infinite Stamina
0B3V-DGBH-Y6J0J
WENE-RAWC-E7TU8

Infinite Energy
GVAX-2PCJ-QZ55M
D55B-0KUR-1FUW8

Lightstone Codes
YDC5-A9VR-57WHG

100 Lightstones - Level 1
G4HD-E07F-5T9W2
8P57-X73G-WFRM5

200 Lightstones - Level 2
D0AD-BWWJ-662E1
PG4V-9VZ5-A80MP

90 Lightstones - Level 3
8Y2F-C4G6-4UP83
B094-6DTC-FXAJJ

168 Lightstones - Level 4
VDPE-REBF-CB939
EYZH-J591-66Y1Y

100 Lightstones - Level 5
9HEV-A3RH-TH5G7
8P57-X73G-WFRM5

170 Lightstones - Level 6
TEAY-YUN5-CFZM8
X4ZZ-TWVV-NHEAE

148 Lightstones - Level 7
QNT8-3F3N-5CCTD
X4ZZ-TWVV-NHEAE

4 Lightstones - Level 8
T91Z-AQKN-8A8Y2
KYZQ-Q49Q-7678R

Matarons Codes
YAJ9-MQJV-YR1CN

5 Matorans - Level 1
BHF4-99WU-WRZG1
3CYP-Y90H-J58UD

0 Matorans - Level 2
E01H-KAM2-YBYF7
88E0-QVUE-H8P6P

15 Matorans - Level 3
49VG-U7VV-ZRED2
0H21-5EC6-QFQPX

0 Matorans - Level 4
26ED-HF3U-9DKEW
88E0-QVUE-H8P6P

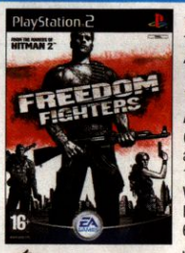
0 Matorans - Level 5
G5P6-33WB-G67PE
88E0-QVUE-H8P6P

6 Matorans - Level 6
ZB95-HDE1-FP2ZX
KEQV-XGNR-98YMG

0 Matorans - Level 7
T4HE-WB5B-X6E2Q
88E0-QVUE-H8P6P

0 Matorans - Level 8
6ZBG-DB4V-HXU3U
88E0-QVUE-H8P6P

FREEDOM FIGHTERS



(M)
52GV-NKJ9-2KXE7
B9DX-5KA8-ERJCU

Infinite Health
Z8CY-6CVM-T59WM
5AJ9-QJ31-G382R

Infinite Ammo
XNRT-M6ZK-PKCZT
HP7P-EVWR-6QYK5

Invisible
RCDH-DGJA-HJ4RC
JBX9-Q2WG-EE3J3

Trip To Paradise
7F71-HKZ6-R7H74
4AEY-KG39-V5ZDQ

Have Goodies And Rifle
(Press L1+L2+Up to activate)
1XJD-BA7H-FWE66
WK3P-B6NP-Z3FBM
RCHB-AP4G-1HAK0
6NYF-JVPC-PXDU4
JHZX-6ZBT-HZJPX

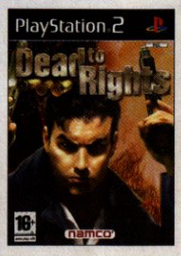
Have Goodies And Sniper
(Press L1+L2+Down to activate)
QJR7-HMK6-XCH71
905C-WFEV-GZ838
4M90-TE52-YYVA5
6NYF-JVPC-PXDU4
QPQM-R7DB-Z2RU1

Have Goodies And Handgun
(Press L1+L2+Left to activate)
W56K-6TCU-W5UMM
G8T9-6T78-1KV6H
BVFQ-N34X-DHGYE
6NYF-JVPC-PXDU4
GV7W-N2WT-QY1JY

Have Goodies And Rocket
(Press L1+L2+Right to activate)
UM3W-MFY1-Q1YV0
JR57-JUNP-HD2XC
VFVK-V866-NTNWR
6NYF-JVPC-PXDU4
QB02-YD23-7EV9X

Have Goodies And Shotgun
(Press L1+L2+Up to activate)
3Z85-GXZ7-1RU0P
WK3P-B6NP-Z3FBM
UJ5J-4T1W-GF79K
6NYF-JVPC-PXDU4
GN20-EQZH-CCYTY

DEAD TO RIGHTS



(M)
E810-ZX8T-0AGU9
JW6F-UYJM-UXYZ5
VFE7-FK9B-M32EA
KQEK-5ZFB-F8UP9

Infinite Health
5T0F-N3X7-KNUQF
DT8Y-H3QV-X38V6

Infinite Armour
5CZK-BFJY-GAJFV
W8AP-B2E7-R44W5

Infinite Adrenaline
1Z7K-N7JB-HJFG6
ZZ2Y-MJGH-V1EUN

Invisible Mode
FQ2T-34C6-TP877
XKKT-2NQF-Q0GD4

One Shot Kills
ADJZ-9W4Q-6BRAE
KXTR-9KBF-RWC4J

Punches And Kicks Are Stronger
ATRE-Q2N3-5HWZC
VMZ0-JRWB-V0N00

Mega Ammo
RN15-5KZH-DU05Y
Z2HZ-ZP1X-MBP3A

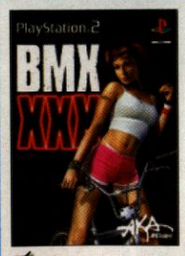
Faster Disarms Unlocked
GAPT-BM3D-F73EB
G5U4-20DU-WC36K

Enemies Are More Accurate
PFVM-H4M9-YEQZC
CGVC-9NBD-55YRA

Hard Boiled Mode
B5XM-70EN-NWBJ7
CGVC-9NBD-55YRA

Level Select
Z95R-XF92-83H7A
5EJE-3MFD-R3QBA

BMX XXX



(M)
GYP2-FZ14-5VAE8
K0UN-0AKH-2JZVC

Infinite Health
R6M1-6BBP-XVCFV
VRBJ-3TXE-GAP2F
2ZCV-RERE-4FU7E

All Character's Statistics Codes
A3G6-P5R3-WB0UP

All Statistics Are Maxed
B14P-321E-0R718
4E55-CB6J-90EP2
9GEG-UB24-HUK4F

All Characters Have Alien Statistics
3JD1-H8TH-RJJ8G
4E55-CB6J-90EP2
0GBR-6WAQ-FF4AC

Max Score
XTT5-QCWF-KGRGX
Q5MU-GXFR-CYYG2
8BTW-AE98-YXEGC
FXPR-ZKXR-3K71A
9578-1DNB-8KQ09
2U3W-H0ZN-TQB70

Freeze Challenge Timer
PXJG-04YM-YH5CZ
HV20-JG82-2AJYN

Infinite Stage Time
GFQN-93KP-M4UU1
MBQ1-6J34-452NM

Max Rotation Speed
Y9Y6-X23F-M9M10
RUZG-Z94N-6N4NE
P11W-K10Y-0WFFB
UN0X-9RU8-KB8VB

Unlock Amish Boy
PFTW-3B1D-WMWFF
36A6-KM24-510KB

Unlock All Movies
8TK6-CX6D-9AD13
0N73-7GH9-04Q2J
WEWF-1U95-GXKT0
UDMP-2U4P-5ZZUR
KU3G-9TNV-A8T10
D3D2-X149-3TH9M
HC3J-2N5V-PU1PA
XJH8-V446-N0U02
T2U9-G2PC-Q1WDW
QBE1-J77T-E11T9
ARW2-HT01-RF5TK
AAZB-6UCC-BRWEF
58JG-CAQR-3FAM0
9J9Z-F9NR-3HDVZ
18C3-H5RG-56Z93
HKQE-KQ9T-5UQVP
TE6A-WHNQ-12B2X
N4EC-5RYX-88M26
2D4M-8VMN-0PYNP

Have All Special Modes
9M8K-FV5J-FQBGC
BWC9-FBFW-AXB13

Size/Boobs Modifier Codes
RZKQ-1MGK-01MF9

Fat Hellkitty
75QM-8PA2-2DP6E
GBRC-3A5R-DH4V0

Hellkitty Bigger Boobs
BWZW-QG35-8FQDG
EGY6-RE35-HNVF0

Fat Joyride
9FBZ-6H3U-YQEQJ
Z6K7-3KQY-Y9FU1

Joyride Bigger Boobs
NA87-JXKP-BBN87
2U61-P5HE-G9BUA

Fat Karma
8RPQ-7DTC-6WW8Q
9WUE-W1JR-JF4R9

Karma Bigger Boobs
6ZTW-NKMW-25K3Q
M0MF-79CJ-CU8NR

Fat La'tey
5YUG-2W1P-RVCU8
JEY0-DWYB-609G8

La'tey Big Boobs
K2JM-WXHQ-MNPRU
AU04-580F-GND4B

Fat Mika
PB3A-4TT4-GNQ3A
7Y5Q-D443-6P8NG

Mika Has Big
80WT-FYCJ-B658U
WMBQ-9VPN-B2B5G

Fat Nutter
NVAR-RV3B-43E6Q
FMDB-XAUX-8DTHM

Fat Itchi
HU2G-4J2Y-P5AN8
390U-F8GN-GM6GC

Fat Tripledub
BFKV-QVFW-4F57P
0XME-MKJP-24QBJ

Fat Rave
D5CD-045X-H32DN
1VD5-U060-C3T05

Fat Manuel
FKZV-XYWR-8QH5A
4X6K-UABG-QFCKX

Fat Skeeter
DVHP-H52A-ZVDMB
R3G8-5UAN-B1W9K

Fat Twan
YQ62-2FRW-6QBHF
05CF-PQ6H-32W83

Fat Amish boy
FCT2-16ZX-K9NK1
RD8T-1PUX-7KEGR

Debug Test Level Codes
These codes let you ride on the Debug Test Level selected.
BBGU-1HH2-6C24H

Secret Level
W1TC-D1EX-VRJ6C
6PW2-PXNR-E3HYM

Flat Test Level
FWKX-U0KT-2U47D
K340-Z3TD-EAGXK

Grind TestLevel
F5ER-5DY0-KDAWZ
YNGT-Z7UD-UAR7W

Vert Grid Level
DBN8-ME9F-WPJDY
1K63-CJFM-M6KK3

THE ITALIAN JOB

(M)
902W-8YXK-WJEDB
KQW9-WJ3C-46RZZ

Massive Score/Good Rating
5NG6-GEYT-X86QJ
6G80-PG6A-P488A
VCP1-PRDK-A9E7E
6UDJ-4C6X-PBXTV

AMPLITUDE

(M)
RB13-39WK-VCG4Q
4DBZ-ZMGR-459AN

Infinite Energy
JW2F-KZMH-V0F8B
VN37-3YG0-307G1

Finish Track for Max Score
W78Q-WZKW-80GAK
UUXZ-UHKM-9VFGJ

Activate Cheat Codes
KZHE-U3KC-3M5XW

Power Ups-A-Plenty
8EU3-4VUG-10PPZ
B1NY-0WDE-1UB6G

Scrambled Gem Mode
ZTBQ-8Y9F-JHN0N
8PVM-1N47-HDN27

Power Up Cheat Mode
05RP-0XF8-PYCT0
00B4-QN3V-TUE4W

Duel Authoring Mode
9PJX-QZ6V-GFE2G
CDN0-QY8X-A78J7

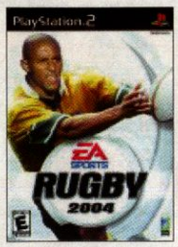
MACE GRIFFIN: BOUNTY HUNTER

(M)
BYGV-K2VQ-WTH9H
WPX7-AKRQ-12AXM
VFE7-FK9B-M32EA
KQEK-5ZFB-F8UP9

God Mode
DFWG-34P2-K4DRB
UYXU-UBWF-21MMB

Enable Room Name
Debug
FMP2-KYDA-2E0GT
UPW3-YK48-D2J3X

RUGBY 2004



(M)
H3C6-X42M-6NWBD
GMG3-5M8A-WF9Z7

Freeze Timer
Press Select+Up to activate and Select+ Left to deactivate
E02Q-MDD6-CE02R
2UH2-PDBB-4PJGH
VH0B-XDUW-AYYP7
BRHH-CKJV-V53X3
T1XR-M5B8-K1CGZ

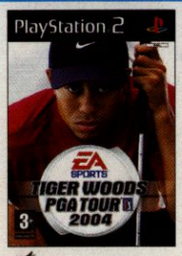
Ultra Quick Timer
Press Select+Down to activate & Select+Left to deactivate
ZXTK-GD0C-8R087
CJ5Z-6D89-RQK18
YPYX-7V7M-6ZA82
BRHH-CKJV-V53X3
T1XR-M5B8-K1CGZ

Small Players
DP2B-FCKW-FBLJ7P
RXDD-KYX7-8UYBZ
T0GN-J9Q9-XERZ7
7WWJ-UVMB-GPU7Z

Big Players
5Y8M-F7T0-4C6E4
9D6Q-JA6X-EDHXK
G313-2N8G-0XCCF
VMVU-J87M-VXPAJ

Giant Players
VWGE-T01K-PDW4A
02Y3-UP82-DT7RR
0ZDW-N2W2-PA9PZ
PEPT-NFMV-5N3N7

TIGER WOODS PGA TOUR 2004



(M)
Z81U-TUMK-HCZCJ
DYER-U5ET-EX5H0

Tigerous Amounts Of Cash
J6TM-YDUU-VUDWN
U0RM-5YCW-0N0RU

Unlock Character Codes
Profile
WFNT-5V6T-6P0X1

Sunday Tiger Woods
TQFQ-ACJK-3TKG7
DUH1-1341-2F9NQ

Cedric 'Ace' Andrews
0WX4-YNXN-RF6X9
V0XY-DJD0-6YH7B

Felicia 'Downtown' Brown
PT5B-B7XZ-C6M2B
A9PG-TW1Q-WKYEQ

Cedric The Entertainer

Dominic 'The Don' Donatello
Q7CG-QWMF-TFQP4
J35G-0QB8-XE2WV

Solita Lopez
GGT6-DVV2-VCCJU
9CEJ-MPMJ-GPWR7

Edwin 'Pops' Masterson

Hamish 'Mulligan' Mcgregor
60M6-TDGR-7UGPW
7UVA-1763-YKJMK

Takeharu 'Tsunami' Moto
VHRX-6GMH-AAJW0
3D80-1KJZ-VU53X

Kellie Newman
V5P0-NT5E-XPHH7
NC9N-N494-K4KYY

Val 'Sunshine' Summers
5QFK-7P3G-ZAKXV
GXNV-N2J3-BV3DX

Moa 'Big Mo' Ta'a Vatu

Melvin 'Yosh' Tanigawa
MCNT-AC4X-0CHEF
JP37-9WZP-9D51Z

Erika 'Ice' Von Severin
DTZP-MXUH-XU8JB
3B3K-UEKM-WX03J

YU-GI-OH! DUELIST OF THE ROSES

(M)
0EF5-4X34-J6URR
CNVC-A4HT-14G2G

Player 1 Has 9999 LP
XD9E-0E70-X8NAQ
25YX-PUV0-HY3RU

Player 2 Codes
TQNU-QYDE-F52KD

Player 2 Has 1 LP
U9QU-W6HJ-XN8BR
GT7Z-NR6T-RCVNB

Player 2 Has 0 LP
UM97-P0TW-6Y0XZ
DWA4-3HMN-FGEW7

Turn Codes
2MJ5-MF17-D7KJV

End Match After 1 Move
6B6C-PET7-0CA25
1FY4-AJXZ-A0ZWB

Infinite Turns
NATA-1M1W-V7UAD
55Y3-H17U-PJ6DG

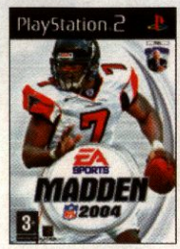
Replace Intro Into:
GKK2-M7AE-6B398

Ending 1
BXWA-G6Q3-GF0NP
AH4P-WXKB-5BQW7
MUAA-9RCB-P7DD9

Ending 2
M1E7-B84D-N2E99
AH4P-WXKB-5BQW7
M2BK-RCMK-JD4KN

Infinite Summon Power Use
XXBA-F6JX-WU1VF
ZPQC-H03M-3DR4A

MADDEN NFL 2004



(M)
DMFE-QPGQ-V2G93
WZ7A-W596-FQHG8

Max Tokens For 1st Profile
R0P2-8UM0-999BB
U0XY-R3X9-UPTX6

Infinite Timers
1AGX-YYFC-M77J0
THZB-D3B9-R5G0R

Timers Go Twice Quicker
VKV0-JNZG-PWREB
DPXG-M0HM-8HFEK

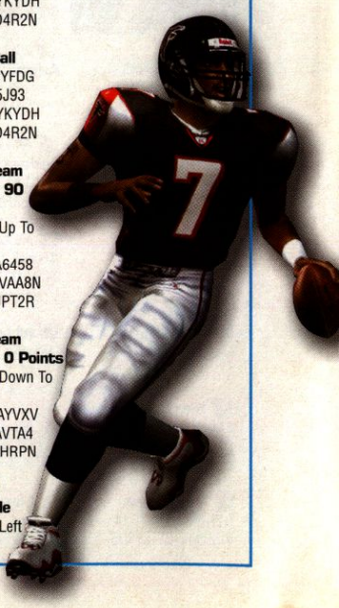
Big Ball
VGC7-BG8H-F3W0M
1J4R-2ZJ9-35J93
8XTH-EMZC-YKYDH
QKAN-Y862-D4R2N

Giant Ball
3F57-M46G-2YFDG
1J4R-2ZJ9-35J93
8XTH-EMZC-YKYDH
QKAN-Y862-D4R2N

Next Team Scoring Has 90 Points
Press Select+Up To Activate
J5VQ-RBU0-A6458
D0H0-V4WD-VAA8N
3KGX-2R1J-UPT2R

Next Team Scoring Has 0 Points
Press Select+Down To Activate
7R9D-RQQ0-AYVXV
ZBPK-NZD7-AVTA4
GYJ7-4ACC-ZHRPN

Normal Scoring Mode
Press Select+Left To Activate
CA3V-X9FY-VAE2Y
UCEB-RDVD-0DDR7
H27B-1YTZ-N0221



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THE GREATEST CHEAT DEVICE KNOWN TO MAN MAY WELL BE THE BRAND NEW AR MAX BUT PSI2 AND DATEL ARE CONTINUING TO SUPPORT THE GREAT AR V2 WITH NEW CODES FOR NEW GAMES EVERY MONTH.

(M) code means 'must be on' for the codes to work

BIONICLE

(M)
0E3C7DF2 1853E59E
EE863A2A BCA99C80

Infinite Stamina
CEAC4C90 BCA9DBC3

Infinite Energy
CE9F3A36 BCA99B8F

USE ONLY ONE:-

Level 1
100 Lightstones
CE9F397E BCA99BE7

Level 2
200 Lightstones
CE9F397E BCA99B4B

Level 3
90 Lightstones
CE9F397E BCA99BDD

Level 4
168 Lightstones
CE9F397E BCA99B2B

Level 5
100 Lightstones
CE9F397E BCA99BE7

Level 6
170 Lightstones
CE9F397E BCA99B2D

Level 7
148 Lightstones
CE9F397E BCA99B2D

Level 8
4 Lightstones
CE9F397E BCA99B87

Level 1
5 Matorans
CE9F3976 BCA99B88

Level 2
0 Matorans
CE9F3976 BCA99B83

Level 3
15 Matorans
CE9F3976 BCA99B92

Level 4
0 Matorans
CE9F3976 BCA99B83

Level 5
0 Matorans
CE9F3976 BCA99B83

Level 6
6 Matorans
CE9F3976 BCA99B89

Level 7
0 Matorans
CE9F3976 BCA99B83

Level 8
0 Matorans
CE9F3976 BCA99B83

PRO EVOLUTION SOCCER 3

(M)
0E3C7DF2 1853E59E
E1F50CAA BDB28DBA

Unlock All Shop Items
D1B1F3FA BBA89A82
D1B1F386 BBA89A82
D1B1F382 BBA89A82

Win All Trophies
D1B1F38E BBA89A82

Infinite Transfer Points
D14DA2B6 C19E7B82

Bigger Characters
F15CED4B BCA99B82

Home Team Scores 99
Press R3+L3+L1 to activate
01AEBC8A BCA9927C
C1489C72 BCA99BE6

Home Team Scores 0
Press R3+L3+L2 to activate
01AEBC8A BCA9997C
C1489C72 BCA99B83

Away Team Scores 99
Press R3+L3+R1 to activate
01AEBC8A BCA9967C
C1486BE2 BCA99BE6

Away Team Scores 0
Press R3+L3+R2 to activate
01AEBC8A BCA9927C
C1486BE2 BCA99B83

RUN LIKE HELL

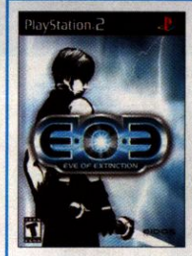
(M)
0E3C7DF2 1853E59E
EE84FB4E BCA99C80

Infinite Armour
DE87AA72 E0AB9B8D

Infinite Health
DE87AF9E E0AB9CEF
DE87AF9A 602B9DEF

Infinite Ammo
DE8A7736 BCA99B83

EVE OF EXTINCTION



(M)
0E3C7DF2 1853E59E
EE8CBB2E BCA99C80

Must Be On
DE8FFFFE F8AC9BB5
DE8FFFFA 480C3403
DE8FFF86 E0AD9A82
DE8FFF82 CCAC9BA7
DE8FFF26 E0AC9BF3
DE8FFF22 C4ADD20B
DE8E1892 C4AC9A43

Infinite Health
DE8FFF8A 5C0D9C45

Infinite Legacy Power
DE8FFF96 5C0D9C43

Max Power Unarmed
DE8FFF9A 600D9DB3

Max Power Legacy Sword
DE8FFFA6 600D9D9F

Max Power Legacy Rod
DE8FFFA2 600D9DA1

Max Power Katar
DE8FFFAE 600D9DA3

Max Power Snake Sword
DE8FFFAA 600D9DAF

Max Power Crossbow
DE8FFFB6 600D9DA7

Max Power Giant Axe
DE8FFFB2 600D9DA5

Max Power Broad Sword
DE8FFFBE 600D9DAB

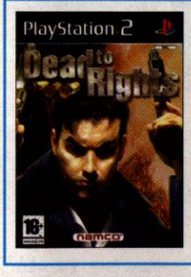
Max Power Boomerang
DE8FFFBA 600D9DAD

Max Power Tonfas
DE8FFF46 600D9DA9

Max Power Twin Blades
DE8FFF42 600D9DB1

Codes Are Not Your Friends
DE9370FE DC0E03D7
DE9370FA 1F1E0ACF
DE937086 DCC9BBE8
DE9709E DC0EFECC
DE9709A 251BFCD0
DE9370A6 DC2200EE
DE9370BE 210D0AC6
DE9370BA 3515E1A3
DE93705E 210D0AC6
DE93705A 2A18E8A3
DE937066 DC2200EE
DE9370DE 23170AC5
DE9370DA DC17FCF6
DE93701A 1F1E0ACF
DE937026 DCC9BBE8

DEAD TO RIGHTS



(M)
0E3C7DF2 1853E59E
EE9C3562 BCA99C80

Infinite Health
CE99DCEE BCA99B8A

Infinite Armour
CE99DC5E BCA99B8A

Infinite Adrenaline
CE99DDEA BCA99B8A

Invisible Mode
CE99D352 BCA99B8A

One Shot Kills
CE99DC26 BCA99B8A

Punches And Kicks Are Stronger
CE99DC7A BCA99B8A

Mega Ammo
CE99DD06 BCA99B84

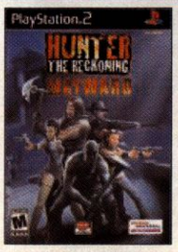
Faster Disarms Unlocked
CE99DD22 BCA99B8A

Enemies Are More Accurate
CE99DE02 BCA99B8A

Hard Boiled Mode
CE99DE02 BCA99B8A

Level Select
CE99DD5A BCA99B8A

HUNTER: THE RECKONING-WAYWARD



(M)
0E3C7DF2 1853E59E
EE8C969A BCBB03AA

Infinite Continues
DE685D9A BCA99B49

UNLOCK CHARACTER CODES

Joshua Matthews
DE685FDE BCA99B84

Devin Lucien
DE685FDA BCA99B84

Carpenter
DE685FE6 BCA99B84

UNLOCK COSTUMES CODES

Spencer 'Deuce' Wyatt
DE6858C2 BCA99B84
DE6858CE BCA99B84

Samantha Alexander
DE6858CA BCA99B84
DE6858D6 BCA99B84

Father Esteban Cortez
DE6858D2 BCA99B84
DE6858DE BCA99B84

Kassandra Cheyung
DE6858DA BCA99B84
DE6858E6 BCA99B84

Joshua Matthews
DE6858E2 BCA99B84

Devin Lucien
DE6858EA BCA99B84

MAX XP CODES

Spencer 'Deuce' Wyatt
DEC7C1A2 C19E7B82

Samantha Alexander
DEC718A2 C19E7B82

Father Esteban Cortez
DEC67742 C19E7B82

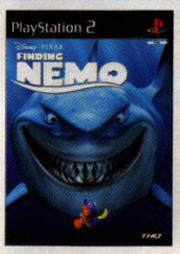
Kassandra Cheyung
DEC5CE62 C19E7B82

Joshua Matthews
DEC52502 C19E7B82

Devin Lucien
DEC47C22 C19E7B82

Carpenter
DEC3CBC2 C19E7B82

FINDING NEMO



(M)
0E3C7DF2 1853E59E
EE971BCA BCD0765A

Invincibility Mode
DEBB145A FB859B83

Loadsa Sea Snails
DEBBE456 C19E7B82
DEBBE452 C19E7B82

UNLOCK/COMPLETE LEVEL CODES
Do not use more than one code per level.

Going To School
DEBB9986 BCAC9A82
DEBB99DE BCAC9A82

Field Trip
DEBB998A BCAC9A82
DEBB99E2 BCAC9A82

The Drop Off
DEBB999E BCAC9A82
DEBB99F6 BCAC9A82

Mask Chase
DEBB99A2 BCAC9A82
DEBB98FA BCAC9A82

Catch Dory
DEBB99B6 BCAC9A82
DEBB988E BCAC9A82

Minefield
DEBB99BA BCAC9A82
DEBB9892 BCAC9A82

Submarine
DEBB994E BCAC9A82
DEBB98A6 BCAC9A82

Hide And Seek
DEBB9952 BCAC9A82
DEBB98AA BCAC9A82

Mask Search
DEBB9966 BCAC9A82
DEBB98BE BCAC9A82

Anglerfish Chase
DEBB996A BCAC9A82
DEBB9842 BCAC9A82

Mount Wannahockaloogie
DEBB997E BCAC9A82
DEBB9856 BCAC9A82

Jellyfish Race
DEBB9902 BCAC9A82
DEBB985A BCAC9A82

Training With Gill
DEBB9916 BCAC9A82
DEBB986E BCAC9A82

East Australian Current
DEBB991A BCAC9A82
DEBB9872
BCAC9A82

The Plan
DEBB992E BCAC9A82
DEBB9806 BCAC9A82

Whale Chase
DEBB9932 BCAC9A82
DEBB980A BCAC9A82

Treatment Plant
DEBB99C6 BCAC9A82
DEBB981E BCAC9A82

Fishing Net Rescue
DEBB99CA BCAC9A82
DEBB9822 BCAC9A82

UNLOCK LEVEL ONLY CODES
Turn on the codes, make a save, then reload without the codes enabled.

Going To School
DEBB9986 BCAA9B83

Field Trip
DEBB998A BCAA9B83

The Drop Off
DEBB999E BCAA9B83

Mask Chase
DEBB99A2 BCAA9B83

Catch Dory
DEBB99B6 BCAA9B83

Minefield
DEBB99BA BCAA9B83

Submarine
DEBB994E BCAA9B83

Hide And Seek
DEBB9952 BCAA9B83

Mask Search
DEBB9966 BCAA9B83

Anglerfish Chase
DEBB996A BCAA9B83

Mount Wannahockaloogie
DEBB997E BCAA9B83

Jellyfish Race
DEBB9902 BCAA9B83

Training With Gill
DEBB9916 BCAA9B83

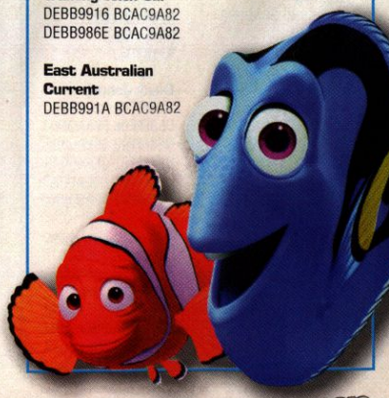
East Australian Current
DEBB991A BCAA9B83

The Plan
DEBB992E BCAA9B83

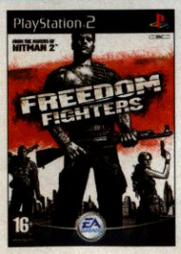
Whale Chase
DEBB9932 BCAA9B83

Treatment Plant
DEBB99C6 BCAA9B83

Fishing Net Rescue
DEBB99CA BCAA9B83



FREEDOM FIGHTERS



(M)
0E3C7DF2 1853E59E
EEB816F2 BCEF8382

Infinite Health
DE4AF3F6 FB299B83

Infinite Ammo
DEAFEE0A E0AC9B84

Invisible
DE4B1B36 FB299B83

Trip To Paradise
DEA78782 BCA99B83

Goodies+Rifle
(L1+L2+Up)
0EB2B8F8 BCA99572
DE85F04A BCA99B83
0EB2B8F8 BCA99A82
DE85F04A CCE99B99

Goodies+Sniper
(L1+L2+Down)
0EB2B8F8 BCA99542
DE85F0C2 BCA99B83
0EB2B8F8 BCA99A82
DE85F0C2 CCE99B99

Goodies+Hgun
(L1+L2+Left)
0EB2B8F8 BCA99502
DE85F7BA BCA99B83
0EB2B8F8 BCA99A82
DE85F7BA CCE99B99

Goodies+Rocket
(L1+L2+Right)
0EB2B8F8 BCA99562
DE85F732 BCA99B83
0EB2B8F8 BCA99A82
DE85F732 CCE99B99

Goodies+Shotgun
(L1+L2+UP)
0EB2B8F8 BCA99572
DE85F6AA BCA99B83
0EB2B8F8 BCA99A82
DE85F6AA CCE99B99

(M) code means 'must be on' for the codes to work

ZONE OF THE ENDERS: 2nd RUNNER

(M)
0E3C7DF2 1853E59E
EE844B32 BCC34642

VS MODE CHARACTER CODES

Jehuty Version 2
DE9D809A BCA99B84

Jehuty Damaged
DE9D80A6 BCA99B84

Naked Jehuty
DE9D80A2 BCA99B84

Vic Viper
DE9D80AE BCA99B84

Ardject
DE9D80AA BCA99B84

Nephtis
DE9D80B6 BCA99B84

Inhert
DE9D80B2 BCA99B84

Aumaan Anubis
DE9D80BE BCA99B84

Anubis
DE9D80BA BCA99B84

BATTLE ARENA CODES

Callisto
DE9D804E BCA99B84

Margaritifier
DE9D804A BCA99B84

Vascilia city
DE9D8056 BCA99B84

Hauman facility
DE9D8052 BCA99B84

The Way To Phobos
DE9D805E BCA99B84

Auman
DE9D805A BCA99B84

The Core Of Auman
DE9D8066 BCA99B84

Wind Tunnel
DE9D8062 BCA99B84

STORY MODE CODES
(Press Start For Level Up)
DE8A454A 68E900CB

(M) For Health /Energy /Speed
DE882CA2 C4AC9A43
DE8FFFAE BF899B8B

Infinite Health
DE8FFFFE E0AAC292
DE8FFFFA 680AA5E7

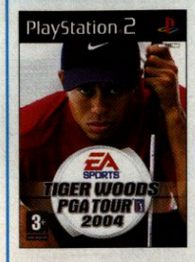
Infinite Sub Energy
DE8FFF82 F8AA1A83
DE8FFF8E 680AAF4B

USE ONLY ONE OF THESE

Quick Jehuty
DE8FFF8A 48EBC637
DE8FFF96 F8AADD03
DE8FFF92 68EA9B9F
DE8FFF9E 68EA9BA3
DE8FFF9A 68EA9BA7
DE8FFFA2 F8AB9BA4

Ultra Quick Jehuty
DE8FFF8A 48EBC637
DE8FFF96 F8AADD5F
DE8FFF92 68EA9B9F
DE8FFF9E 68EA9BA3
DE8FFF9A 68EA9BA7
DE8FFFA2 F8AB9BA4

TIGER WOODS PGA TOUR 2004



(M)
0E3C7DF2 1853E59E
EE8DC162 BCBAD0F2

Tigerous Amounts Of Cash
DE48CE12 C19E7B82

CHARACTERS UNLOCKED IN PROFILE

Sunday Tiger Woods
CEAC06E2 BCA99C84

Cedric 'Ace' Andrews
CEAC06EC BCA99C84

Felicia 'Downtown' Brown
CEAC06E8 BCA99C84

Dominic 'The Don' Donatello
CEAC06EA BCA99C84

Solita Lopez
CEAC06F0 BCA99C84

Hamish 'Mulligan' Mcgregor
CEAC06F2 BCA99C84

Takeharu 'Tsunami' Moto
CEAC06FC BCA99C84

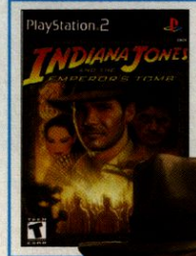
Kellie Newman
CEAC05FE BCA99C84

Val 'Sunshine' Summers
CEAC05FA BCA99C84

Melvin 'Yosh' Tanigawa
CEAC0584 BCA99C84

Erika 'Ice' Von Severin
CEAC0586 BCA99C84

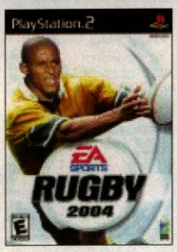
INDIANA JONES



(M)
0E3C7DF2 1853E59E
EE8EFD36 BCA99B91

Infinite Health
DEAA3CC6 F8AA1A83
DEAA3CD6 68EA9C8F

RUGBY 2004



(M)
0E3C7DF2 1853E59E
EEA3F302 BCE49E12

Freeze Timer
(Press Select+Up to Activate. Select+Left To Stop)
0EB9F438 BCA99A71
DE86B40A F8AACB83
0EB9F438 BCA99A01
DE86B40A F8AADDA3

Ultra Quick timer
(Press Select+Down to Activate. Select +Left To Stop)
0EB9F438 BCA99A41
DE86B40A F8AAE083
0EB9F438 BCA99A01
DE86B40A F8AADDA3

Small Players
DE4A0E8E FA699B83
DE4A0E8A FA699B83
DE4A0E96 FA699B83

Big Players
DE4A0E8E FCA99B83
DE4A0E8A FCA99B83
DE4A0E96 FCA99B83

Giant Players
DE4A0E8E FC299B83
DE4A0E8A FC299B83
DE4A0E96 FC299B83

YU-GI-OH! DUELIST OF THE ROSES

(M)
0E3C7DF2 1853E59E
EE85C24A BCC2CFDA

1P 9999 LP
CE9148D0 BCA9C292

2P 1 LP
CE914CA0 BCA99B84

2P 0 LP
CE914CA0 BCA99B83

End Match After

First Move
DE8106A6 BCA99B83

Infinite Turns
FE9146EB BCA99B84

REPLACE INTRO INTO

Ending 1
DE931B5A 09EDE083
DE931B66 F2EAFAD9

Ending 2
DE931B5A 09EDE083
DE931B66 F2ECFAD9

Infinite Summon Power Use
DE8105FA BCA99B83

Max Summon Power After Use
DE8FFFFE E0AA9BE6
DE8FFFFA 5C2A9EC4
DE8FFF86 BF899B8B
DE8FFF8E C8B59551
DE810586 C4AC9A43

PAC MAN WORLD 2

(M)
0E3C7DF2 1853E59E
EEAFF1CA BCA99C80

Pac Man Invulnerable
FE5F9626 BCA99B84

No Timer Invulnerable
FE5F962E BCA99B84

Ghosts Frozen
FE5F968E BCA99B84

Health Counter Always On
FE5F962A BCA99B84

Pac-Man Hypermode
(Can't Use With Rev. Control)
DE5F81FE FC099B83

Game Engine Hypermode
DE5FA0C2 FCC99B83

Improved Traction On Ice
DE995866 BF899B8B
DE995862 BCA99B83

JUST FOR FUN:-

Pac Mac Wees !
DE9FCFAE BF899B8B
DE9FCFAA BCA99B83

Water Is Super Cloudy !
DE5F640E FCA99B83

Different Sound Effect For Picking Up Dots
FE5F7C62 BCA99B8C

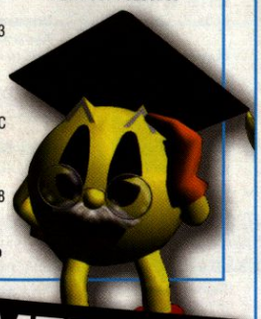
Pidgeon Sound For Butt-Bounce
FE5F7C52 BCA99B98

Different Sound Effect For Rev-Up
FE5F7DE6 BCA99BA7

Invisible Pac-Man, Bounce To Relocate
FE5F7A72 BCA99B84

Reversed Controls
DE5F81FE 7CA99B83

Fast Yet Slow ...
DE5FA036 FCE99B83



THE ITALIAN JOB

(M)
0E3C7DF2 1853E59E
EE9764C2 BCD03552

Massive Score/ Good Rating
DE6B325A C19E7B82
DE6B3266 C19E7B82
DE6B3262 C19E7B82

CHAOS LEGION

(M)
0E3C7DF2 1853E59E
EE9DA1EA BCCAF07A

PLAYER CONDITION CODES

Infinite Health + Use Max Life
CE444E7A BCA99E6B

Infinite SOUL + Use Max SOUL
CE42D42A BCA9A05F

PLAYER STATUS CODES

Max Life
CE42D4F6 BCA99E6B
CE42D4F0 BCA99E6B

Max SOUL
CE42D436 BCA9A05F

Max Attack
CE42D4F2 BCA9E913

Max Defense
CE42CBFE BCA99B87

LEGION CODES

All Legions Open
FE42D425 BCA99B82

All Level 3 Force
DE42D4CE DECBBDA5

All Level 3 Assist
DE42D4C2 DECBBDA5

All Level 3 Enchant
DE42D4C6 DECBBDA5

All Level 3 Attack
DE42D43E 332012FA

All Level 3 Defense
DE42D43A 332012FA

Max EXP - GUILT
DE42D4D6 F7436482

Max EXP - HATRED
DE42D4D2 F7436482

Max EXP - MALICE
DE42D4DE F7436482

Max EXP - ARROGANCE
DE42D4E6 F7436482

Max EXP - FLAWED
DE42D4E2 F7436482

Max EXP - BLASPHEMY
DE42D4EE F7436482

Max EXP - THANATOS
DE42D4EA F7436482

Moon Jump
0E427AB8 BCA95A82
DE4461AA 7B499B85

REMEMBER
For all the latest ACTION REPLAY CODES get straight over to www.codejunkies.com

For PlayStation®2 • GameCube™ & Xbox™

PERFECT FOR ONLINE GAMING!

RRP£19.99 each

For GameCube™

For Xbox™

For PS2®

COMPATIBLE WITH MAX

100% COMPATIBLE

Chat and strategise in online games like Phantasy Star Online™, Everquest Online Adventures™ and SOCOM: U.S. Navy SEALs™ using ***PowerBoard***™, the only full-sized keyboard designed specifically for PS2®, GameCube™ and Xbox™.

PowerBoard™ is the perfect companion for online gaming. Save time by typing messages to other players instead of using your game controller, and concentrate on the task in hand.

And if you're an Action Replay™ owner, you can now enter the latest cheat codes lightning-fast.

Available from all good games retailers including: HMV gamestation amazon.co.uk and you're done. gameplay

Or call 0845 6010015 to order direct

Lines open Monday to Friday 8am - 7pm (excludes bank holidays), Saturdays 9am - 3pm. (Calls charged at low-call rate)

datel advanced gaming technology

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UNLEASH THE POWER CODEJUNKIES.COM BEAT THE GAME!

PART TWO: DOWNLOADING CODES

Mastering MAX

Welcome to the second part of our regular look at getting the most out of the incredible Action Replay MAX. This month we take a look at the machine's online functions, and how to download the latest game codes...

Action Replay MAX is the only game enhancer you can update online with your PS2. And getting the job done is a piece of cake. Just connect your PS2 to your broadband Internet and boot up Action Replay MAX. It automatically detects your Internet connection and asks if you want to go online and review the latest additions to the codes database.

MAX then checks the codes database currently on Datel's Action Replay server, and compares it with the one on your Action Replay cartridge. If you haven't got the latest version of the database, you're told what's been added since you last updated. If there's something there that interests you, opt to download and the entire codes collection is transferred to your Action Replay cart, overwriting the old one. The download only takes around 20 seconds (picking and choosing the codes you wanted would be a far lengthier process than simply downloading everything), and as the online database ALWAYS contains EVERY code for EVERY game ever cracked, you can never lose anything by overwriting your old codes list. It's as simple as that!

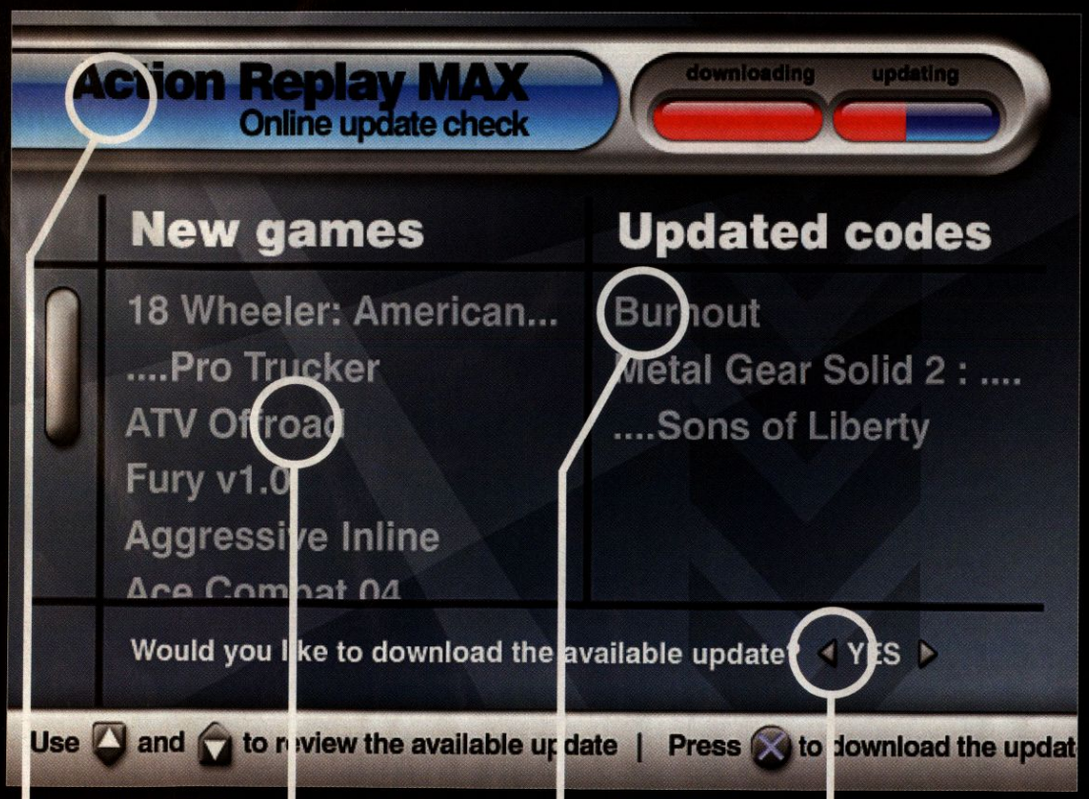
New codes are being added all the time. Datel's dedicated team of code crackers

get every new PlayStation2 game, and get to work busting them wide open as soon as they arrive in the office. Your Action Replay MAX never goes out of date, and it's always worth checking online for codes to bust open your latest game, however new it is. Most games are cracked within a week of hitting the shelves.

If you haven't yet got a broadband Internet connection, you can update your Action Replay MAX database by adding codes manually from PSi2 or www.codejunkies.com. We'll tell you how in a forthcoming issue...

Online Action

THIS IS THE SCREEN YOU GET WHEN YOU CHECK OUT THE LATEST AR MAX CODES...



- **THE ONLINE SCREEN** The red slider bar tells you what your Action Replay MAX is up to...
- **NEW GAMES** These games have been added to the codes database since you last updated your cart.
- **UPDATED GAMES** Games that were already there have had new codes added too.
- **DOWNLOAD** Choose 'Yes' here to download the new database and update your Action Replay MAX!

Step by Step...

DOWNLOADING CODES WITH ACTION REPLAY MAX IS INCREDIBLY EASY...

STEP 1
First, make sure you're connected to the Internet with your PS2.

STEP 2
Boot up MAX and you're asked if you want to update your Action Replay.

STEP 3
Choose 'Yes' and you're told what codes have been added since your last update.

STEP 4
Opt to update your MAX and the entire codes database is downloaded. It's that simple!

Action Replay MAX costs £29.99, or if you already have AR V2, buy an upgrade disc for £9.99. Available in all good games stores, or online at WWW.CODEJUNKIES.COM

MAX MEMORY Madness!

We take a detailed look at MAX Memory, and give five copies away...

Sick of running out of memory card space? Looking for user-created levels for games such as *Tony Hawk's* and *TimeSplitters2*? Want to update your team rosters in your fave sports game? MAX Memory gives you all this and more!

Like Action Replay MAX, MAX Memory is online-enabled. Boot up the MAX Memory disc and it automatically detects whether you have an active Internet connection. If you have, you're given the chance to browse the hundreds of saves uploaded to Datel's MAX Memory server, by Datel's code-cracking crew as well as other gamers. These include Powersaves, files created by Datel to harness the power of the Action Replay MAX, embedding cheats into the saves as well as unlocking every hidden item or bonus. Look out too for *EyeToy* files, user-created material for games that let you build your own levels or tournaments and updated rosters for your favourite sports titles. Also, if you're sick of a game in single-player mode but still play it with your mates, downloading a save with MAX Memory is an ideal way of unlocking any missing characters or levels.

Managing Your Memory

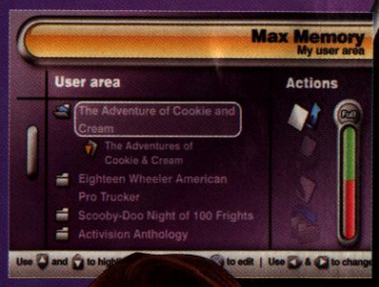
As well as the chance to download other users' saves, MAX Memory gives you an incredible eight megs of server space in which to store your own. Fed up of running out of space on your memory cards? Upload some of your old saves to your MAX Memory server space, and download them again when you need them. This is how you share your saves with other users too, but you don't have to – you can designate a save 'Private', so you alone can see it, 'Buddy', so it can be accessed only by people on your Buddy List or 'Public' and available to everyone. MAX Memory also offers the memory management functions from Action Replay MAX, allowing you to move, delete or archive saves. Archiving a file (or a group of several files) compacts it so it takes up less room on your card. It can then be loaded back into your game after it's decompressed. Ideal for storing files you rarely use!

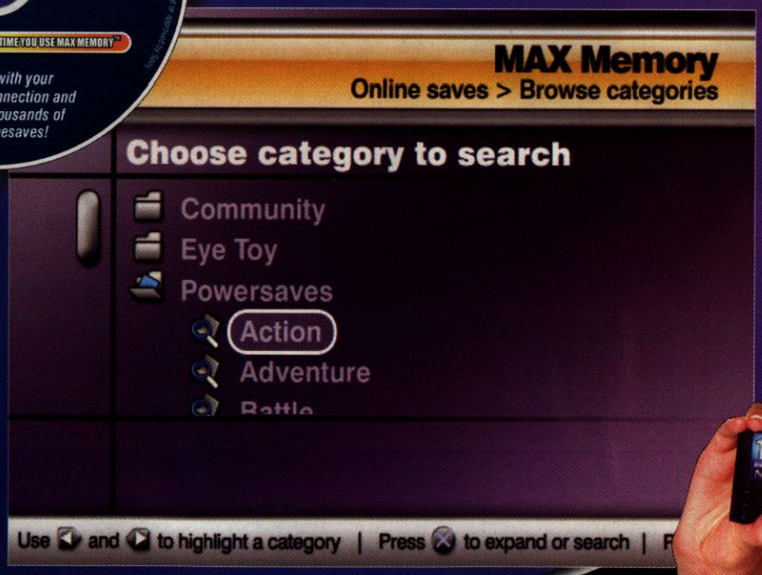
▲ Your Buddy List is an online group of friends. You can share files among yourselves without letting every MAX Memory user see them...

Max Memory – Offline!

Even if you haven't got broadband Internet on your PS2, it's still worth splashing out on MAX Memory. There are exclusive saves for over a hundred games on the MAX Memory disc, as well as the offline Memory Manager functions.

▼ This is where you store your saves. The bar on the right tells you how much of your 8Mb server space is currently used





▲ The save files are arranged in clearly-labelled folders for ease of use

▲ Store your rarely-used saves in compacted form with MAX Memory's Memory Manager functions...

WIN! a Max Memory!

DATEL HAS VERY KINDLY GIVEN US FIVE COPIES OF MAX MEMORY TO GIVE AWAY...

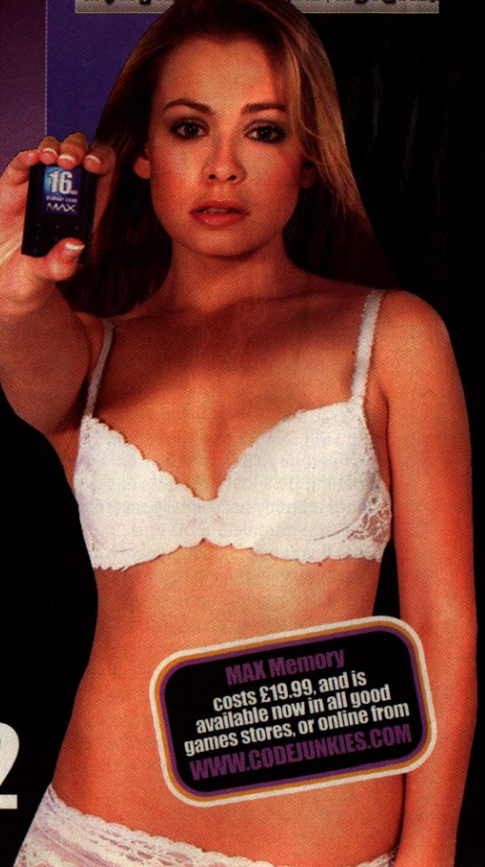
To stand a chance of winning one of these sizzling prizes, just answer this simple question:

Q: How much server space does MAX Memory give you to store your save files?

A: Half a shelf B: A big box C: 8Mb

When you think you know the answer, call our competition hotline and leave the answer, your name and address.

09064 701722



Calls cost 60p a minute, so get the bill-payer's permission, and lines are open 24 hours a day. The competition closes at midnight on December 14th. Good luck!

eye max

Datel's dynamic EyeMAX turns the EyeToy's limited message features into a happening video messaging system!

...with Attitude

Let's face it. The *EyeToy*'s built-in message recorder is pretty useless. Sure, it's a fun novelty. Recording yourself singing Happy Birthday to your Grandma, or playing air guitar on a tennis racquet with Linkin Park throbbing away in the background is fun for five minutes, but to share your comedy clips with your chums, you have to hand over your memory card. And they ain't cheap. What if it gets lost? What if your clumsy clot of a buddy accidentally records over your near-complete *GTA: Vice City* save? What if you haven't got a spare? And surely you've better things to do than record a message and hand it over in person, when you could just as easily speak to your mate face to face? Once again, Datel comes to the rescue. The new, unofficial *EyeMAX* turns the *EyeToy*'s message-recording facility into a happening online video community, meaning you can share clips and message your friends over the Internet without ever taking your memory card out of your PS2...

Using the Camera

The Camera screen is where you record your clips and messages. 'What's the difference between a clip and a message?', I hear you cry. Well, not much – 'message' is the term the *EyeMAX* uses for a short video sequence sent directly to another user, whereas a 'clip' is uploaded to EyeMAX TV to share with *EyeMAX* users all over the world. But we'll come to that in a minute – let's deal with the recordings first.

Armed with your *EyeToy* camera, *EyeMAX* lets you record a short segment of video, up to a minute in length. You can switch off the recording at any time within that minute, effectively meaning

▲ Record a video of up to a minute in length

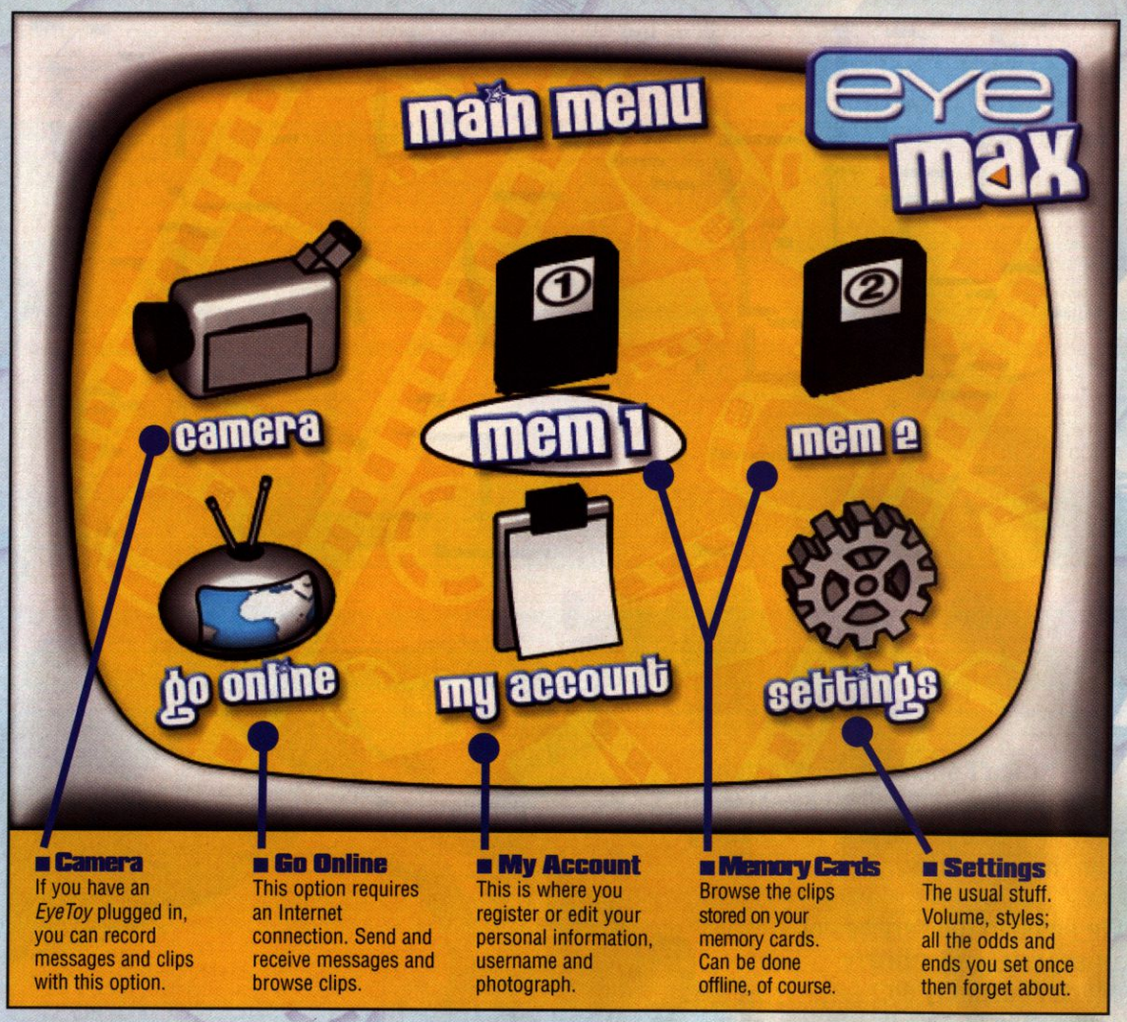
▲ Send your video messages to other users

your video can be any length, or you can pre-set the timer to switch off automatically after a set time, so you don't video yourself reaching for the joypad at the end of your scene. When you've finished your recording, you can save it to a memory card, go online and send it to a friend as a message or save it as a clip in the EyeMAX TV section, which we'll discuss later.

Online Activities

The heart of *EyeMAX* is its online section. It's here you can send messages to your mates, upload your cunning clips for the *MAX* massive to browse or look at other users' videos which they've saved to EyeMAX TV. The Inbox icon takes you to your messages, sent to you personally by other *EyeMAX* users. If it's bold, you haven't yet viewed it. When you've finished watching a message, you can download it to a memory card, forward it to someone else or simply delete it to prevent your personal server space becoming too full. The Outbox section is for messages you've sent to someone else. The message remains in your outbox until the recipient checks it out, at which point it disappears.

Click on the My Uploaded Clips button and you're shown thumbnails of the videos you've transferred to the EyeMAX TV server, making them available for other users to download. You can delete them if you wish. Finally, the EyeMAX TV icon is where you get to browse the cunning creations recorded by other users. This section is divided into sub-sections such as karaoke for budding songsters, rants for when you feel the need to get on your soap box and gaming tips – tell 'em how it's done. These further divide into sub-categories, such as good karaoke tunes and bad ones, but at the time of writing the exact folders aren't set in stone. As the *EyeMAX* community builds and grows, the EyeMAX TV server will be tailored to its users' needs. Individual files are offered as thumbnails, and labelled with their creator's user name, so you can message them back and ask for more tips, tell them they can't sing or lust after their sexy bodies.



Managing Your MAX

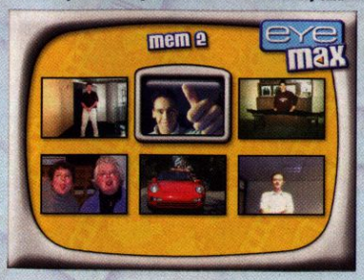
Access a memory card to check out the video clips you've saved, either your own recordings or odds and ends you've been sent as messages or downloaded from the EyeMAX TV server. The clips are presented as thumbnails. Highlight the one you're after and press 'X' to access the Play window, where you can watch the clip, transfer it to another memory card, upload it to EyeMAX TV or send it as a message to one of your *EyeMAX* mates. It's really easy!

If you wish to upload clips or send messages, you need to register an account. This is very straightforward. You're asked for your name, the user name you wish to be known as on the *EyeMAX* server, your date of birth – the usual stuff. You also get to take a mugshot of yourself with the *EyeToy* camera. This is available online to other users, and you can check out theirs. If you look at someone else's profile, you're told when that person was last online too, which is always useful. If you message someone who hasn't used *EyeMAX* for several months, don't expect a quick reply.

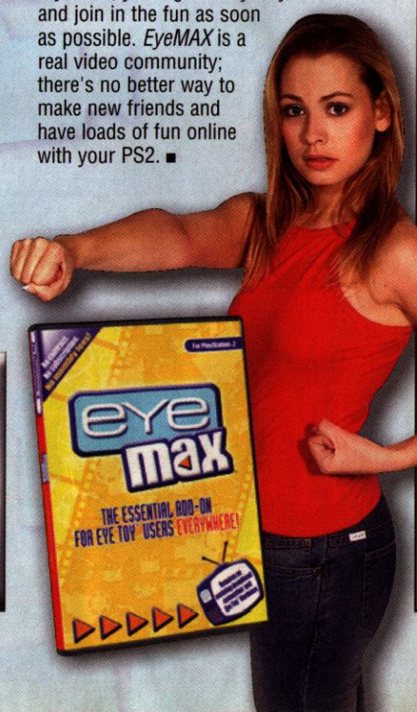
EyeMAX has much to offer even if you haven't got an EyeToy. You can still download other people's videos and view them at your leisure, getting a window on their lives in true Reality TV style. But we bet if you do, you'll get an EyeToy and join in the fun as soon as possible. *EyeMAX* is a real video community; there's no better way to make new friends and have loads of fun online with your PS2. ■

▲ Your profile introduces you to other users

▼ Store your recordings and downloads on a memory card



▼ Sort your account, and take your profile picture



Community Building

DUT NOW £14.99

Unlike Datel's *MAX Memory*, covered on Page 111, *EyeMAX* doesn't offer the facility to save your list of buddies. Instead, when sending a message, you just type in their user name and *EyeMAX* checks that individual has an active account, then transfers your vid to his or her inbox. The last few individuals you sent messages to are saved, so it's easy to start a video conversation by sending messages back and forth.

Every message you receive and every clip you download or view online is labelled with its creator's user name, so if you check out something interesting, contacting the person that recorded it is a cinch. It's this way users build online communities and make new friends.

WAR GAMES

War isn't pleasant. Fortunately, and hopefully, the closest we gamers get to a real war is wrestling with the controller.

We enlisted the services of an experienced military advisor currently on active duty to give us a theoretical tactical approach for each videogame military scenario we gave him. Then we tried out some real-life tactics in these virtual wars.

We gathered the finest privates in the PSi2 office to journey out to some of the roughest, toughest games known to man. We utilised techniques used by the British forces in open terrain and close-quarters urban battles.

Will we be home in time for tea, or will we be looking at the wrong side of the dirt?

Read on and find out. ▶▶▶

"THE **ART OF WAR** IS OF VITAL IMPORTANCE TO THE STATE" SAID SUN TZU. **FORGET** ABOUT **LOCKING AND LOADING; PLANNING IS THE KEY TO VICTORY.**

[KEEP ON MOVING]

A guide to fighting in open spaces

Move from cover to cover and don't remain in one place too long.

Where possible use a sniper rifle to keep you out of firing range.

Always use as much natural cover as possible.

Keep areas you're moving into covered by another person. This is the all important One foot on the ground technique. One group moves while the other covers. Always cover your rear too.

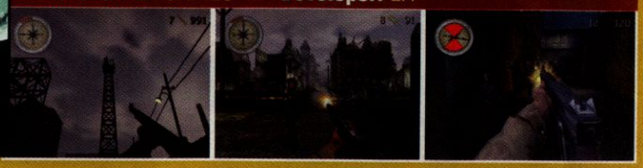
Use flash-bangs and smoke grenades at junctions to disguise your movements.

Never stay in an exposed position.

MISSION TYPE: FORTRESS ASSAULT

THE GAME: MEDAL OF HONOR: Frontline

Publisher: EA GAMES • **Developer:** EA



MISSION NAME: Into The Breach

THE MISSION:

It's D-Day, and you're the first into the gun emplacement towers. You have to race up the turret structure, knock out radio equipment and then climb up to the top to take out the gunners and mark the tower as taken with a smoke grenade. The German forces are numerous and well defended. This mission is the key to a successful invasion to reclaim Europe.

THE THEORY:

It's certainly not a one-man mission for starters, but there are standard room clearance drills ***[see Room Clearance 101]*** that you can employ. Once you're in the building, simply work systematically clearing the rooms one by one until the floor is secure and then move onto the next one. Due to the close-quarters battles you're having, the Garand is useless. Using the Thompson SMG allows you to fire quick bursts to neutralise the enemy, and always enter a room with a full clip.

THE PRACTICE:

Unfortunately, the allied army failed to provide us with any grenades; fortunately, the Nazis were accommodating enough to leave some petrol canisters near the door. Once in the door, we implemented the tactics to the letter and they proved very useful. That is, until we ran out of ammo for the Thompson SMG. And he was right about this not being a one-man mission; we were hit numerous times in the back from areas that would have been covered by an extra person. The lack of a squad and grenades makes it difficult to implement a working tactic. Gameplay is so focused on an arcade style run-and-blast-'em method that only the sweep system proved of any real and lasting use.

THE VERDICT:

To be perfectly honest the tactics didn't suit the game, but then the *Medal of Honor* series has always been about atmosphere and enjoyment, not accurate military experiences. We'll keep trying, though.

[ROOM CLEARANCE 101]

Post a grenade through the front door

On explosion, enter room and fire into likely enemy positions. Look for hiding places like behind crates or tables.

Work clockwise or anti-clockwise around the room ensuring the area is cleared.

Clear each room systematically, so you don't miss any rooms.

Use the machine gun in close quarters and the Garand rifle at longer ranges.

Always enter a room with a full clip.

Use cover when changing magazines.

Do not run past doors of rooms that haven't been cleared.

Clear stairways and hatches in the same manner as a room.

A few pointers to help sweep out those enemy forces.

MISSION TYPE: BASE ASSAULT

THE GAME: GHOST RECON

Publisher: Ubi Soft • **Developer:** Red Storm

MISSION NAME: Iron Dragon

THE MISSION:

In the Caucasus Mountains (soon to have a peak named after Arnold Schwarzenegger), rebels are causing trouble for the Georgian government. Suspecting a Russian plot to take over the region, the US government has sent in Alpha and Bravo to take out troops located in the scrubland and then capture the rebel leader hiding in mountain caves.

THE THEORY:

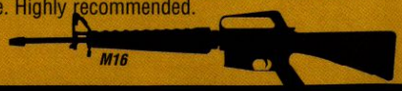
Approach the enemy camp using open ground tactics ***[see Keep on Moving]***. At the camp, use the two teams effectively by placing one assault team attacking the front and a support team to the side of the camp. The support team should soften up the base with M203 grenade rounds and then halt as the assault team enters the firing range. At the caves, use room clearance techniques.

THE PRACTICE:

This is was the best example of how lethal planning can be. Using the one-foot-on-the-ground technique, we were able to move through the forest quickly. It took five minutes for us to actually fire a shot off, because the AI was mowing down the opposition for us because we always had the enemy in a firing arc. Once at the camp we took control of firing in grenades, which eradicated 75% of the enemy forces. Then Bravo squad was sent in to clear up any stragglers. The cave was a cinch, although we did kill the rebel leader when we posted a grenade through the door. .

THE VERDICT:

The tactics worked exceptionally well, and are well worth bearing in mind for any similar military-themed game. These tactics are simple enough to be used in any squad-based game. Highly recommended.



HOW TO ATTACK A CAMP

How to take over enemy bases (EB) with the minimum of fuss.

- Position a fire support team (Alpha) armed with grenades or artillery at a right angle to the main assault force (Bravo).
- Alpha bombards the target camp with a few high-explosive rounds while Bravo group advances.
- When Bravo reaches the target Alpha should halt fire.
- Bravo group sweeps through the target eliminating enemy forces.

THE MISSION:

You're part of the UN-led army evicting Saddam from Kuwait. It's your team's job to disrupt supplies and communications. This first mission in the campaign sees you on a rescue mission in the town of Al-Hadar in Northern Iraq. Journey up the rough-shod mountain roads and eliminate forces outside the city. Then get inside and secure a helicopter crash site.

MISSION TYPE: URBAN OPS

THE GAME: CONFLICT DESERT STORM II

Publisher: SCI • **Developer:** Pivotal Games

MISSION NAME: Breakthrough

THE THEORY:

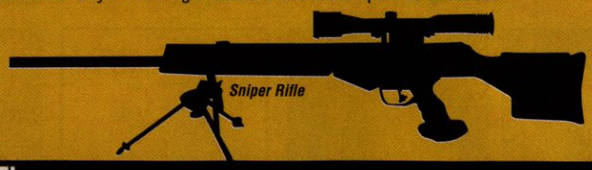
While moving in open ground, it's important to keep 'one foot on the ground'. This means half the team provide cover while the other half moves forward. The teams should then leap-frog each other. Operations in built-up areas (OBUA) require two things: thoroughness and momentum. Use the range advantage and use the sniper as support, but also to watch the team move forward. When crossing junctions, use smoke to cover your movement.

THE PRACTICE:

Movement was the key to this mission. With one foot on the ground, we were able to effectively clear the village section out quite quickly. We utilised room-clearing techniques ***[see Room Clearance 101]*** that proved very effective, although we did have a few mishaps with grenades bouncing off walls back at us. The outside of the city proved most problematic. We found holding off the forces until air support had disposed of the tank, and then rushed in and attacked the city defences from within was a successful approach. Once in the city, the leap-frogging technique proved very successful. Careful manoeuvring and covering was almost infallible.

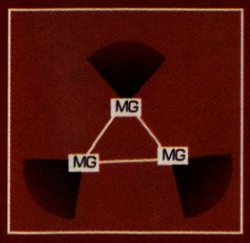
THE VERDICT:

As we've already seen, one foot on the ground is a very useful technique for any squad. The room clearance techniques also proved highly effective even in the virtual city's buildings. Learn these techniques to succeed.



Sniper Rifle

RETREAT!



What to do if things turn bad.

- As you move, keep an eye out for positions you fall back to.
- Like in football, a triangle formation provides better cover for everyone.
- Make sure your team has interlocking arcs, so you can fire in 360 degrees around your squad.
- Always keep an eye on the opportunity for a counter-attack.
- If you have an extra team of soldiers available, use them.

MISSION TYPE: STEALTH ASSAULT

THE GAME: SOCOM

Publisher: Sony • **Developer:** Zipper Interactive

MISSION NAME: Death at Sea

THE MISSION:

Black Marketeers have docked in the ocean and require a lesson in good manners via your gun. The mission objective is to stay undetected under the cover of night for as long as possible. Players must sever communications in the radio room, collect the ship's ledger and then scuttle the ship using satchel charges. Able and Bravo teams are tooled up and ready to roll.

THE THEORY:

You have a good small weapon for this kind of mission. Room clearance drills are the best strategy. But because of the way the ship is built, you should cover entrances and exits as thoroughly as possible so you can't be ambushed.

THE PRACTICE:

This one didn't go to plan. Due to a bit tomfoolery, we were detected within 30 seconds of the mission starting. Fortunately, we were able to turn our detection to our advantage. We organised the troops to utilise a battle strategy given to us for the *Ghost Recon* mission. By creating a lethal crossfire for the marketers to run into they were quickly disposed of. Once on the ship, the room clearance took over and despite treading on each other's toes because of the limited the space, success was ours.

THE VERDICT:

The lesson here is that your tactics must be flexible, in any game you must be ready to draw on tactics you may not have been planning to use. Creating the crossfire worked incredibly well when things went wrong.

Pistol

CONCLUSION:

Due to the nature of games it's nigh-on impossible to fully recreate real-world military tactics. However we learned a lot of useful techniques – room clearance, one foot on the ground, crossfire – that proved especially useful in the squad-based games, and our gaming has improved no end because of them. The trick is to adapt them to the restrictions of the game. And remember this: be careful when posting those grenades through the door. They don't half hurt if they bounce back.

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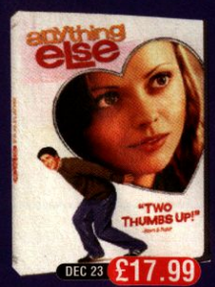

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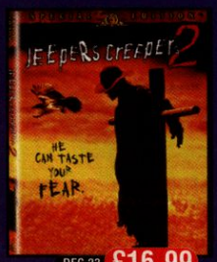

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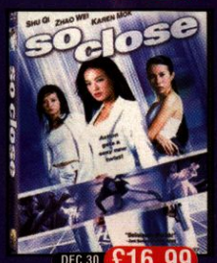

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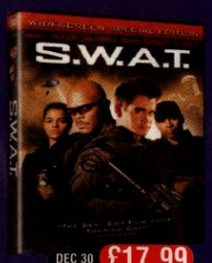

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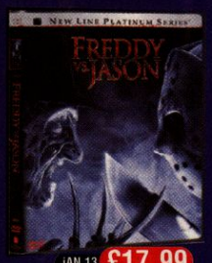

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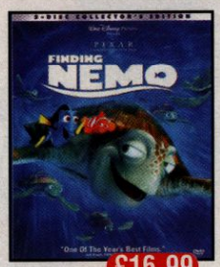

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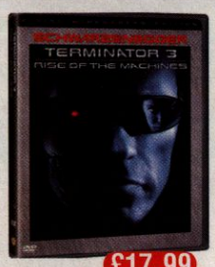

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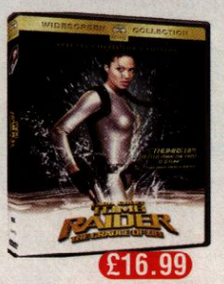

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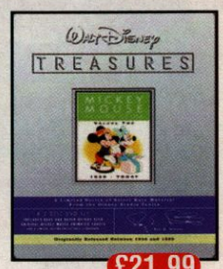

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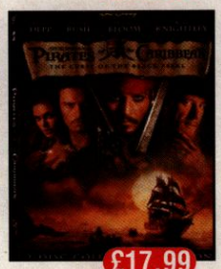
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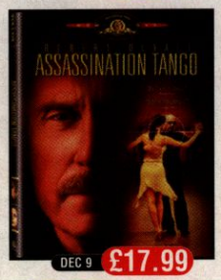

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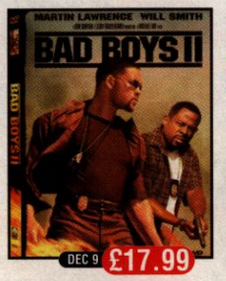

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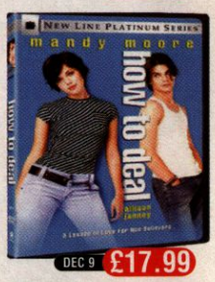

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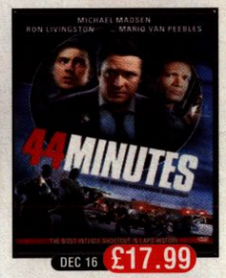

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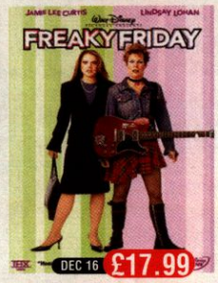

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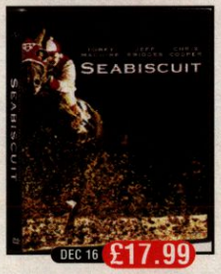

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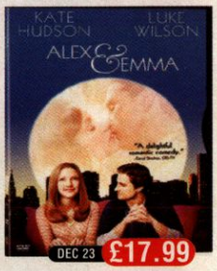

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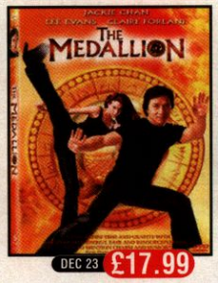

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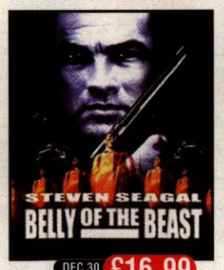

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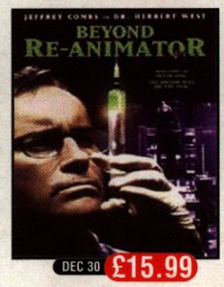

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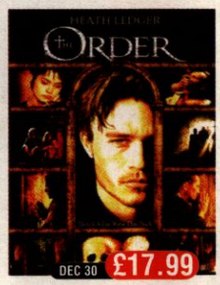

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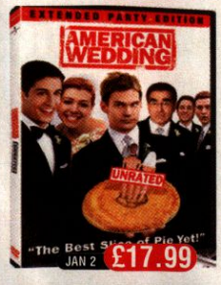

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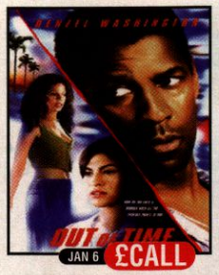

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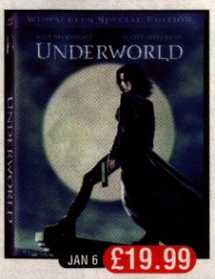

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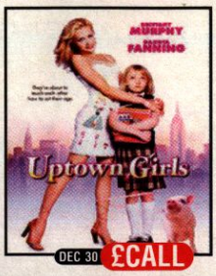

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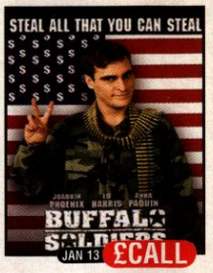

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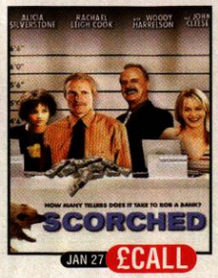

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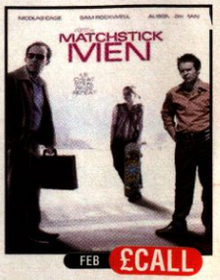

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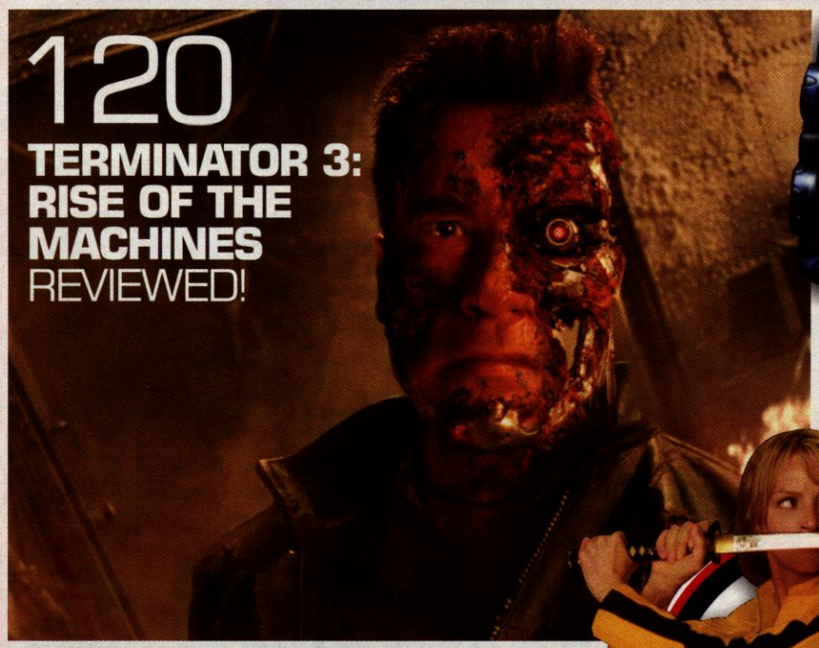

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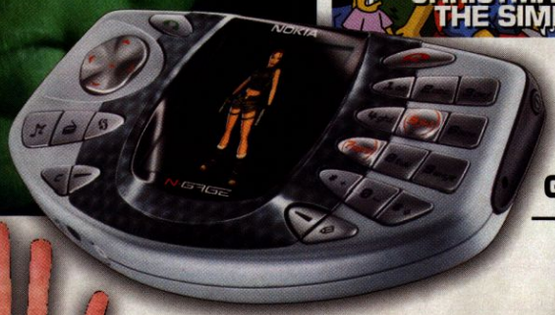

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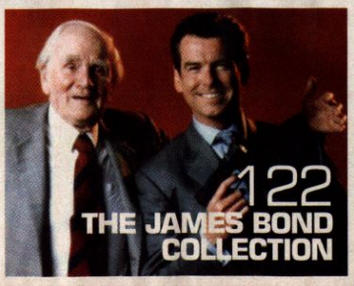

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MUSIC REVIEWS 131

GAME GEAR

Don't stop at just a joypad. Add all kinds of new games clutter to your living space. Gaming kit galore...

GAME KIT 132

The Terminatrix comes face to face with the new Governor of California. Will this be Arnie's last movie?

WOW MOMENT!

There are lots, but the scene where Arnie holds up Sarah Connors' coffin whilst blasting the crap out of the surrounding police cars is just one of those classic Arnie moments.

WHAT'S GOOD:

- The action is superb... Real stunts merge with blistering CGI
- The Terminatrix with hair over her nips
- Arnie and TX fight in the loo
- Where it makes fun of itself: see the sunglasses
- Fireman trying to lift Arnie
- A brave and well thought out closing scene

WHAT'S BAD:

- The suggestion on the DVD that they might do a fourth. Leave it there, eh fellas?

TERMINATOR 3: RISE OF THE MACHINES (2003)

• Out: November 28th • Cert: 12, Columbia/Tristar HE • Price: DVD £16.99 SRP

From the ashes of a once-massive franchise comes another *Terminator* sequel... He said he'd be back, but he's 50, and wait a minute – didn't we tie up the story in Part Two? Ah well...

It's a great feeling when you go into a film with low expectations and are pleasantly surprised. If you'd had to bet on it at the beginning of the year, you'd probably have said *Terminator 3* was gonna be disappointing. James Cameron, Edward Furlong and Linda Hamilton all gone, with only Arnie on board (something to do with $30 million we reckon) for the third part. So to work went the writers and new director John Mostow (*U571*, *Breakdown*) to create an engaging third chapter in the series which fans would embrace and casual cinema-goers would enjoy.

The result is two of the best hours of action cinema this year. Blending CGI moments with blistering stunts and real robots (courtesy of Stan Winston), which the creators tell us on the DVD 'We can build these things now, we have the technology'. But wait; wasn't this whole series neatly wrapped up in *T2: Judgement Day?*

Yes, well apparently that was only a blip in the schedule, delaying the inevitable attack by Skynet on us pesky humans. John Connor (Nick Stahl) is on the move, avoiding identification, taking cash-in-hand jobs so he can avoid being traced. Of course, he has good reason to. The rise of the machines is inevitable, and although delayed, the robots soon get around to sending back yet another advanced killing machine, the TX, to kill Connor and his other future rebel friends. Luckily the resistance get hold of another Arnie Terminator (albeit a slightly older one) to send back to help him out.

John Connor manages to hook up by accident with an old school friend, just as the TX makes her first of many attempts to kill him. Naturally, Arnie turns up and the three hit the road. What develops is a fast-paced action film that makes the most of its subject matter, but never takes it too seriously.

The money spent, nearly $200 million, is up there on the screen. Cranes smash our hero through buildings, he kicks over ambulances and there's a sublime toilet scrap between the two terminators.

T3 was never going to do anything new for the series, but its closing scenes hark back to the original in a neat way which will surprise fans. It's a movie that won't allow you to not like it; fun, guns, explosions and mayhem see you satisfied over what seems like one big blasting fun finale to the series.

EXTRAS: Heaving! Schwarzenegger, Mostow, Stahl, Loken and Danes all make an effort and do commentaries. Other highlights include deleted scenes and out-takes, *T3* game trailer, Visual effects featurettes and an introduction from the big man himself. All among many, many more top features.

FEATURE: ✪✪✪✪ **EXTRAS:** ✪✪✪✪✪

MOVIE SCORING SYSTEM

✪✪✪✪✪ = **Brilliant:** An utterly unmissable film.

✪✪✪✪ = **Good:** We recommend it if you're interested.

✪✪✪ = **Satisfying:** A good example of the genre.

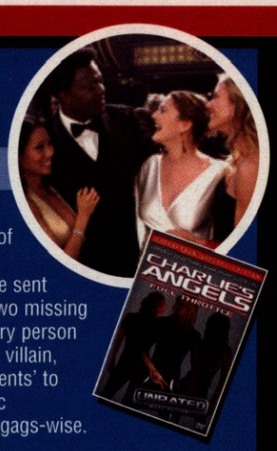
✪✪ = **Stinker:** Not worth a look unless your genuinely interested. Pretty bad really.

✪ = **Avoid:** They torture people with it...honest.

Extras are judged on their own merit. Aside of the feature.

CHARLIE'S ANGELS: FULL THROTTLE

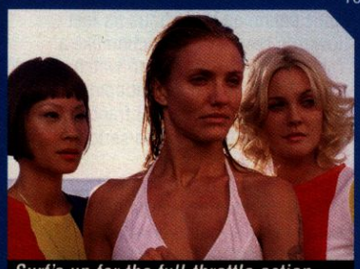
Out: Now • Cert: 12, Columbia Tristar • DVD £19.99 SRP



This film was the most fun I had at the cinema this year. Unashamedly over the top, stupid and gloriously devoid of anything serious. In this candy-coated sequel, the three angels (Cameron Diaz, Drew Barrymore and Lucy Liu) are sent undercover (cue bizarre disguises all round) to recover two missing rings. The rings contain encrypted information about every person in the witness protection scheme. Demi Moore is the key villain, returning to the screen allegedly with enough 'enhancements' to make Pamela blush. But it's all good fun, with Bernie Mac stepping in for Bill Murray and frankly doing a better job gags-wise.

The wireframe work is ridiculous, with the opening scene abusing the laws of physics almost as badly as the stars' bras. The reason they get away with it is simple; it has its tongue so firmly in its cheek you can't help but let it roll over you. It's not going to win any Oscars, and why would it want to? The action scenes themselves are so outrageous they could only belong to this, highlights being the film's opening pre-title cracker and dirt-biking sequence, together with kung fu and bullet time.

It's all big-bang, ball-busting nonsense, with some big-name bit parts and cameos. Bruce Willis is here, John Cleese is rather wasted as Liu's father and Matt Le Blanc returns as Liu's boyfriend. Oh, and now you can watch that car-washing scene in the credits without feeling guilty. Big, dumb and undeniably fun.


Surf's up for the full-throttle action

Extras: Packed with extras, including Easter eggs, making-of featurettes, music video by Pink, cameo-graphy, Full Throttle juke box, commentaries and tons more – heaving.

FEATURE: ✪✪✪
EXTRAS: ✪✪✪✪

THE FIFTH ELEMENT (SPECIAL EDITION 2-DISC SET)

Out: Nov 24th • Cert: PG • Price: £19.99

In 2257 they still haven't found a cure for baldies, lung cancer or overcrowding. That's why Bruce Willis is ticked off and smoking big-butted ciggies in his titchy futuristic apartment. Meanwhile, a sphere of pure evil is on its way to Earth, with only a mystical 'fifth element' standing in between it and the planet's certain destruction. Corbin Dallas (Willis) is the man to save the world, of course, doing it in spectacular style within Luc Besson's incredible sci-fi adventure. This special edition has enhanced sound and vision, with another disc packed with extras. If you haven't already got the film in your collection, get this.

Extras: Special effects commentary, documentaries, featurettes, trailers plenty more to explore aside the feature.

FEATURE: ✪✪✪✪ **EXTRAS:** ✪✪✪✪

A new version packed with extras

FUTURAMA SEASON FOUR

Out: Nov 17th • Cert: PG • Price: £39.99

Futurama was meant to be Matt Groening's successor to *The Simpsons*, but after four seasons the show was hastily axed by Fox. The audience for the show was outraged, and still are. It's easy to see why; it features superb writing, references to modern culture, razor-sharp humour and some of the most engaging cartoon characters ever created. The show's appeal never quite grasped the more mature viewers it needed, though, instead falling flat behind its sister show *The Simpsons*. This final season is a testament to it. Twenty-eight episodes to enjoy, and a vast range of extras to check out. *Season Four*, like all the previous sets, is superb.

Extras: Packed with commentaries, galleries, deleted scenes, trailers, 3D models and stills from the show.

FEATURE: ✪✪✪✪ **EXTRAS:** ✪✪✪✪

The final curtain for Futurama

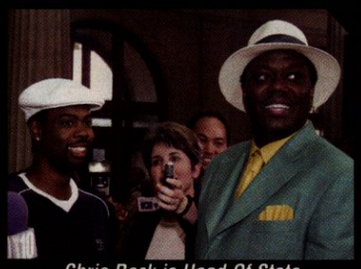
HEAD OF STATE (2003)

Out: Nov 24th • Cert: 15 • Price: £19.99

Chris Rock (*Lethal Weapon 4, Dogma*) writes, directs and stars in this minor US hit comedy. Mays Gilliam (Rock) is a local politician who takes caring for the community to new levels. After a presidential candidate falls out of the race for election, Washington targets Mays to be a token candidate, someone sure to lose thanks to his lack of experience. Obviously, Mays soon becomes massively popular and threatens to be the first black President. This moderately amusing comedy is helped along by a supporting role provided by Bernie Mack (*Charlie's Angels: Full Throttle*) and a few half-decent gags. It's hit and miss. If you like Chris Rock it's great, if not, avoid.

Extras: A blooper reel of out-takes that gets more laughs than the film, some games and an animated short.

FEATURE: ✪✪✪ **EXTRAS:** ✪✪✪


Chris Rock is Head Of State

THE CORE (2003)

Out: Now • Cert: 15 • Price: £19.99 SRP

When pigeons start attacking tourists in Trafalgar Square and people with pacemakers suddenly die at exactly the same time, the government of the world (America) calls in scientific types to explain. It seems the planet's stopped rotating, causing chaos which will eventually lead to the Earth's destruction. A team of bods drill into the core to plant a bomb (*Armageddon*, anyone?) to get the whole thing going again. It's an extreme *Armageddon*, and equally scientifically ridiculous. Trouble is, you can't help but enjoy yourself as Aaron Eckhart, Hilary Swank, Stanley Tucci and Delroy Lindo plunge into a journey to the centre of the Earth. This is a pure popcorn thriller that delivers for a perfect night in.

Extras: Commentary, ten deleted scenes and some additional documentaries accompany the feature.

FEATURE: ✪✪✪ **EXTRAS:** ✪✪✪

Is that Avid Merrion on the right?

BO' SELECTA! – COMPLETE SERIES TWO (2003)

Out: Now • Cert: 18 • Price: DVD £19.99 SRP

If anyone told you a year or so ago that one of the best comedy shows on British television would revolve around some rubber-chinned fella saying, 'it's proper bo' I tell thee', you'd scoff with doubt. But here we are, and Leigh Francis has joined *The Office* and *Phoenix Nights* to make *Bo' Selecta* another massively-popular home-grown comedy classic. With *Series One* quickly gaining a large late-night audience, Channel Four soon picked up the show for a second series. A Christmas special is planned, along with a third series. It's clear the show's a hit. Although his rubber-faced impressions aren't remotely close to the intended victim, it's the bizarre side to the impressions which make it appealing.

This series contains all six episodes, aided by the notoriously horny Bedtime Bear, and a legion of rubber-masked celebs. Obsessive fan Avid Merrion (Francis) takes centre stage as a celebrity-obsessed oddball. Avid has an unhealthy infatuation with celebs, kidnapping and holding *Big Brother*'s Craig in his cupboard (feeding him Tuna). This neck-braced loony may lose impact as he gets more recognition, but his awkwardness and ability to rile celebrities is key to the show's appeal (see Lucy Liu snatch Avid's carefully-prepared presents at the premiere). The most recognisable character of the show must be Michael Jackson, presented in *Bo Selecta* style. With new characters here, including Michael Douglas and Catherine Zeta Jones, the show delivers over and over again. A great gift for any fan this Chrimbo.

Extras: Out-takes, feature, Christmas preview and more.

FEATURE: ✪✪✪✪✪
EXTRAS: ✪✪✪

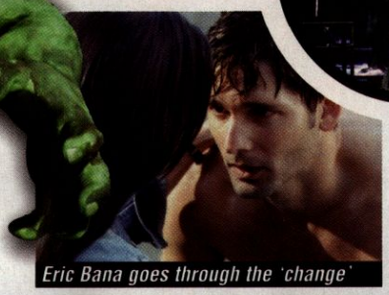
HULK

Out: Now • Cert: PG, Universal HE • Price: £39.99

Ang Lee may have been singled out for the film's commercial failure, but it's the sluggish plot which slam-dunks its chances. It opens well, but the story bogs down the progress. Aside from the slow pace, *Hulk* delivers a nice build-up towards the green one appearing. It never gets tempted to blow its load all at once (ahem), teasing to make the biggest impact when he finally smashes onto the screen. Trouble is, the action comes all too late to compensate for the film's lacklustre opening hour.

The big greenie chucks a block of concrete at the choppers

When *Hulk* gets to the action it's a different film, with the second half, showing love interest Betty Ross fighting to protect Bruce from her Father Colonel Ross and rival Josh Lucas, delivering the summer blockbusting effects you expected. Hulk destroys a military installation, swings tanks around and battles a trio of heavily-armed gunships. It's eye candy at its best as Hulk bounds around the screen in all his CGI glory. Okay, we might look back and sniff at this in a few years, but it's groundbreaking stuff.



Eric Bana goes through the 'change'

Overall, the damage is done in the film's first half. Plot strands wring out any anticipation as Hulk drags its feet towards the inevitable action like a reluctant kid being sent to watch a chick flick while mum goes shopping. Poor little buggers. A potential franchise killed off by taking itself far too seriously.

Extras: Double disc with theatrical trailers, making-of featurette, commentaries, interviews with the stars and more TBC.

FEATURE: ✪✪✪ **EXTRAS:** ✪✪✪✪

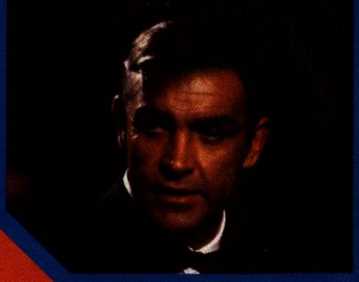
THE JAMES BOND COLLECTION (2003)

Out: Now • Cert: 15 • Price: £179.99

The annual repackaging of all the James Bond films (bar *Never Say Never Again*, which apparently isn't an official Bond film and is a bit shite anyway), this time it's aluminium-cased and contains *Die Another Day*. It's an impressive boast for any keen DVD-collecting Bond fan. Everyone has their favourites, of course, mine being *You Only Live Twice* and *Live and Let Die*. It's a great opportunity to watch over 40 hours of pure Bond (that's not including the extras!). Then there's the 'best Bond' debate.

Extras: All the films come with their own set of special features. Commentaries, featurettes, music videos and more (the best being *Die Another Day*'s two discs packed with action.

FEATURE: ✪✪✪✪ **EXTRAS:** ✪✪✪✪



THE SIMPSONS AT CHRISTMAS

Out: Now • Cert: U • Price: £15.99

The Simpsons always does decent business on DVD, and this Christmas-themed pack is no exception. These five festive episodes include 'The Simpsons Roasting on an Open Fire', where Homer doesn't get a Xmas bonus and ends up down the dog track with Bart. But best of all five shows on the disc is the episode 'Mr Plough', where Homer and Barney go head to head after they fall out over their Snow Plough business. Check out the bit where Homer hires an advertising agency to perk up business with an art-house ad for his Mr Plough company. The other episodes don't fail to deliver also. Hilarious, but could do with some more extras for your cash or perhaps a few more episodes?

Extras: A short Mr Burns special.

FEATURE: ✪✪✪✪✪ **EXTRAS:** ✪

A seasonal Simpsons

KANGAROO JACK (2003)

Out: Now • Cert: PG • Price: £15.99 SRP

What makes a good film? Plot, actors or a big kangaroo that steals $50,000? Well, if that sounds like your kind of thing, you should check out this family action adventure. Bumbling Brooklyn buddies Charlie (Jerry O'Connell) and Louis (Anthony Anderson) are forced to deliver $50,000 to Australia after crossing mob boss stepfather, Sal Maggio (Christopher Walken). Their problems begin when a kangaroo they think they killed comes alive and leaps away with the money in a jacket. Cue a series of bungling family fun which is pretty good. Damn it.

Extras: Casting sessions, gags and out-takes, Jackie leg moves, Behind the Gas feature, Marsupial Magic and two audio commentaries etc. Packed.

FEATURE: ✪✪✪ **EXTRAS:** ✪✪✪

Jerry, Jack and Anthony hang out

BATTLESTAR GALACTICA (SEVEN DISC BOX SET)

Out: Sept 22nd • Cert: PG • Price: £39.99

I can understand buying a disc for a bit of healthy nostalgia purposes, but buying a whole season demands dedication (why haven't they done a damn *A-Team* box set yet?). The show follows the adventures of a band of humans on a journey across space to find their sister planet, Earth. Trouble is, their arch enemies, the Cylons, attack them regularly and their hair grows to uncontrollable lengths. The shows aren't a pinch on *Star Trek*, but a true fan will enjoy.

Extras: Interview with creator Glen A Larson. Plus there's two hours of deleted footage and a making-of documentary. Also working with Daggit (that electric dog), Inside BG: The Cylons and a photo gallery.

FEATURE: ✪✪ **EXTRAS:** ✪✪✪

Apollo, Adama and Starbuck

ANGER MANAGEMENT

Out: Nov 17th • Cert: 15 • Price: £19.99 SRP

Sandler is David Buznik, an insecure, mild-mannered fellow who gets into trouble (in easily the funniest scene in the film) whilst on a plane. Buznik is ordered to see a therapist, and gets teamed up with anger management therapist Buddy Rydell (Nicholson). Rydell invades every facet of his life, making for two flimsy comedic hours. There's lots of Sandler's style in the film, including fart gags and slapstick. Fans of his work will like it, others may be harder to impress. Jack Nicholson fans will simply be horrified an actor of this calibre, like De Niro of late, has chosen to be in such utter mediocre crap.

Extras: Audio commentary, 'My Buddy Jack' and 'Skull Dummies' featurettes and trailers. A blooper reel too.

FEATURE: ✪✪ **EXTRAS:** ✪✪✪

Nicholson and Sadler join forces

THE GENE HACKMAN COLLECTION (FIVE DISC SET)

Out: Now • Cert: 15 • Price: £49.99

Many will question (like the Ridley Scott 'collection') why there aren't older/better Hackman films here. But the quality of the chosen features is still high. *Heist* follows a highly skilled team on a 'job'. In *Unforgiven*, Hackman is a brutal sheriff who comes face to face with Clint Eastwood's Will Munny. *Absolute Power* is a bit naff, but certainly watchable. *Under Suspicion* is a complex thriller with Morgan Freeman. Lastly, there's the excellent *Extreme Measures*, which sees him as a doctor using vagrants to experiment on. A decent set.

Extras: A host of special features including trailers and interviews.

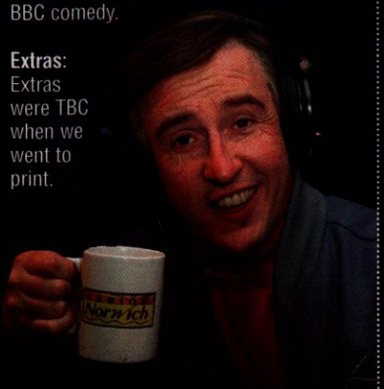
FEATURE: ✪✪✪✪
EXTRAS: ✪✪✪✪

I'M ALAN PARTRIDGE – SERIES TWO (BOX SET)

Out: Now • Cert: 12 • Price: £19.99 SRP

After a few years of being clinically fed up, Alan musters the energy to bounce back. He manages to write an appaling autobiography called Bouncing Back, gets a night-time slot on Radio Norwich and hosts a military-based quiz on cable TV called Skirmish. While he awaits the completion of his new house (sleeping in a Portakabin), things are spicing up love-life-wise as Alan pulls himself a 33-year-old girlfriend called Sonya. This hilarious second series shows Alan at rock-bottom, helped out by a colourful selection of friends and builders. Classic BBC comedy.

Extras: Extras were TBC when we went to print.



FEATURE: ✪✪✪✪✪
EXTRAS: TBC

NATIONAL LAMPOON'S CHRISTMAS VACATION (1989)

Out: 24th Nov • Cert: PG • Price: £12.99

Back in the late '80s, Chevy Chase was a comedy king. This seasonal effort was the third film in the Griswold family saga (which ended miserably in Las Vegas, I believe). The Griswolds are looking forward to a family Christmas at home. They invite family, prepare the house decorations and watch the whole sorry mess collapse as haphazard Clark trips, smashes and ham-fists every simple job. The comedy isn't that dated, with some classic moments; the destruction of the tree, the house lights and that classic freak-out when Clark doesn't get his Xmas bonus. Good stuff.

Extras: Only a couple of extras; a trailer and some funny out-takes. Not much, but hey, it's only £13, right?

FEATURE: ✪✪✪ **EXTRAS:** ✪

The classic Christmas Lampoon

TOP DVDS *For Christmas*

RECOMMENDED DVD PURCHASES FOR CHRIMBO....

THE LORD OF THE RINGS: THE TWO TOWERS (£16.99, ASDA)

Out: Now • Cert: 15 • Price: £16.99, ASDA

With *The Return of the King* beckoning, *The Lord of the Rings series* will soon be complete. This superb second part to the trilogy is action-packed from start to finish. A pure pleasure no self-respecting film fan should be without.

THE MATRIX RELOADED

Out: Now • Cert: 15 • Price: £14.99, GAME

The blazing sequel to the 1999 original is worth every penny on DVD. Two discs of goodness make up for any confusion you may have suffered, plus the eve of the third film this month means you could do with a quick refresher.

HULK

Out: Now • Cert: PG • Price: £19.99

Okay, you might find the first half drags like draggy the faggy drag queen from dragsville. But get through it and the second half kicks off with the green beast going ape. A superb array of extras accompany the feature.

CHARLIE'S ANGELS: FULL THROTTLE

Out: Now • Cert: 12 • Price: £19.99

A film that sets aside any sensibilities in favour of pure entertainment, and showing chicks washing cars with very few clothes on. Essential DVD purchase for any self-respecting red-blooded male with a DVD player.

THE OFFICE – SERIES TWO

Out: Now • Cert: 15 • Price: £19.99

Last year's *Series One* DVD package was an essential purchase for fans of the show. This year's *Series Two* sees Brent having to work with members of the closed Swindon branch with cringeworthy results.

PETER KAY'S PHOENIX NIGHTS – SERIES TWO

Out: Now • Cert: 15 • Price: £14:99 - GAME

The second series of the Channel 4 comedy hit sees Brian Potter and the staff of the Phoenix Club disperse after the club is burned down. But Brian soon hatches a scheme to rebuild the Phoenix with Jerry St Clair's help.

THE SIMPSONS – SEASON THREE

Out: Now • Cert: PG • Price: £29.95

The third season of the long running hit animated show has some utterly classic episodes. First up is a show intended for the second, but held over as an a opener for the third, starring the voice of Michael Jackson.

X-MEN 2

Out: Now • Cert: 12 • Price: £13.99

The sequel kicks things off nicely with a dazzling attack, by blue teleporter Nightcrawler, on the President. It seems a crazy General is out to use Cerebro to kill all mutants. Can Wolverine and the team stop him?

NYPD BLUE – SEASON TWO

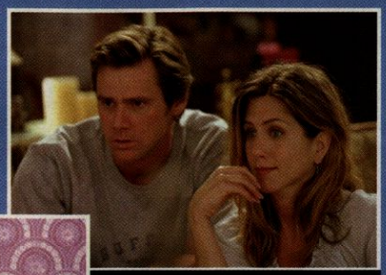
Out: Now • Cert: 12 • Price: £13.99

In my humble opinion, *Season Two* of the hard-hitting cop show is a step up from the original. Caruso leaves, making room for more Dennis Franz, which is better for the show. Jimmy Smitts is also on tip-top-cop form.

Some of these titles are priced as they appear on www.dvdworld.co.uk

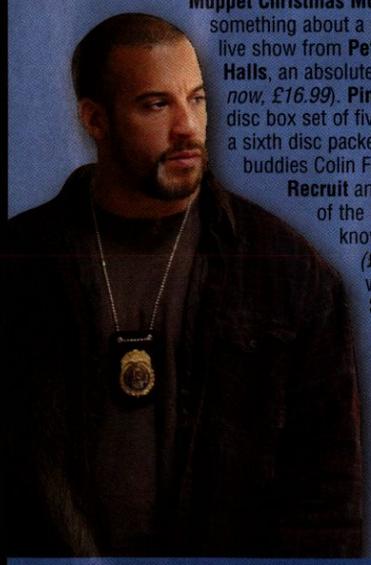
ALSO OUT TO BUY...

James Spader stars in the distinctly iffy **Alien Hunter** *(out 24th November)*. There's more sci-fi adventure in **Babylon 5 – Series Three box set** *(out now, £44.99)*. Jim Carrey is back on form as God for a day in the superb **Bruce Almighty**, which is reviewed next issue, but is *out 24th November*. The classic first series of **Cheers** with Ted Danson is *out now £27.99*. Remember that film based on Cluedo? Well, it's out now. **Clue** *is £14.99*. See Rebecca Romijn-Stamos from *X-Men* without all that blue crap all over her in the thriller **Femme Fatale** with Antonio Banderas *(out now, £14.99)*. Fans of **Frasier** will be happy to know *Season One is out now, £29.99*. Kathy Burke comedy **Gimme, Gimme, Gimme** is released on DVD this month – *each series is £15.99*. Nature fans will enjoy the wonder of **Great Wildlife Moments with David Attenborough** *(£14.99)*. Child-like spy adventure come in the form of **Harriet the Spy** *(out now, £13.99)*. Acclaimed drama **The Hours** is released to buy *(out now, £19.99)*. Albert Einstein helps a young lad get his niece's attention via physics in **IQ** *(out now, £14.99)*. Seasonal Muppets via **It's a Very, Very Merry Muppet Christmas Movie** *(£14.99)*, which is all good fun. For something about a million times funnier, check out the new live show from **Peter Kay**. This time **Live at the Bolton Albert Halls**, an absolutely essential purchase this Chrimbo *(out now, £16.99)*. **Pink Panther** fans may be delighted by a six-disc box set of five feature films (starring Peter Sellers), with a sixth disc packed with extras *(out now, £49.99)*. CIA buddies Colin Farrell and Al Pacino fail to make **The Recruit** anything but average *(out now, £15.99)*. Fans of the BBC sci-fi hit **Red Dwarf** will be glad to know Series Three (two discs) is *out now (£15.99)*. More seasonal fluffy heart-warming adventure comes in the form of **Santa Clause 2**, where Tim Allen returns as the fat fella *(out now, £15.99)*. But never fear, lads, there's plenty of sex and chicks having **Sex in the City** in Season Five of the show box-set *(out now, £19.99)*. Better comedy comes in the form of **The Fast Show Live – The Farewell Tour** *(Out 24th November, £14.99)*. Action fans will see Vin Diesel's serious side in **A Man Apart** *(out December, £15.99)*.



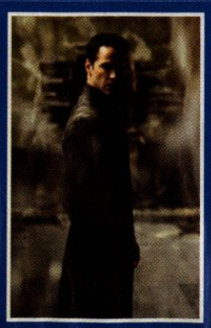
Carrey and Aniston in *Bruce Almighty*

We've all done it...eh lads?



COMING SOON

Kill Bill: Vol 1. *(April 2004)*, **The Lord of the Rings: The Return of the King** *(May 2004)*, **Pirates of the Caribbean** *(January 2004)*, **The Italian Job** *(January 2004)*, **Finding Nemo** *(March 2004)*, **The Matrix Revolutions** *(May 2004)*, **The Lord of the Rings Trilogy Box Set** *(December 2004)*, **The Matrix Trilogy Box Set** *(Summer 2004)*



MOVIESMOVIESMOVIESMOVIES

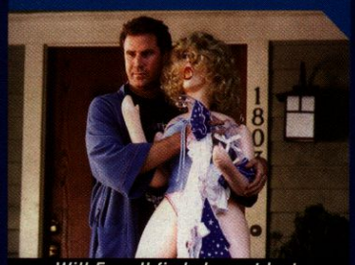
OLD SCHOOL (2003)

Out: Now • Cert: 15, Dreamworks • Price: £17.99

Luke Wilson and Will Ferrell are a couple of 30-somethings who come up with a scheme to recapture their lost youth. After a bad break-up, Mitch (Wilson) needs a new place to live and rents a house near a college campus. The place inspires his friends to turn his home into a off-campus fraternity house. The group and college kids party, despite a disapproving college dean who happens to be an old-school adversary of theirs. This is a good comedy with some truly side-splitting moments, KY Jelly wrestling, the tranquilliser gun, the streaking scene and the blow job lessons. Funnier than any slice of *American Pie*.

Extras: Bloopers and out-takes, Inside The Actors' Studio spoof, deleted scenes and Nominations and Awards feature. Quite a bit to enjoy here.

FEATURE: ✪✪✪ **EXTRAS:** ✪✪✪



Will Ferrell finds love at last

TRAPPED (2002)

Out: Now • Cert: 15, Columbia/Tristar • Price: £19.99 SRP

When their young daughter is kidnapped and held for ransom, a young doctor and his wife find themselves held hostage while a 24-hour plan to siphon all their money is set in motion. The plan is perfect, but naturally they didn't plan on their victims being so feisty. Soon the plan spirals out of control and the victims go head to head with their captors. A twisting plot which manages to hold the attention. Bacon's character is skin-crawlingly evil. The last act goes a little off the deep end, but it's all good stuff. A little slow in places, with some good performances from Bacon, Courtney Love and Charlize Theron.

Extras: A director and writer's commentary, making-of featurette, deleted scenes, alternate ending, theatrical trailer and filmographies. Pretty packed for post-feature fun.

FEATURE: ✪✪✪ **EXTRAS:** ✪✪✪

Theron and Love in Trapped

THE LORD OF THE RINGS: THE TWO TOWERS DIRECTOR'S EXTENDED VERSION (FOUR DISCS)

Out: Now • Cert: PG, Entertainment in Video • Price: £29.99

You may think these repackaged films are a rip-off, but, no one can argue that this four-disc set isn't packed with oodles of features. **Extras:** Discs One and Two have the film, with 32 minutes of added footage and four audio commentaries. Discs Three and Four are heaving with features, including an interactive map of New Zealand, sword-fighting features and much, much more. The box set comes with a lovely ickle Gollum statue. There's Five deleted scenes, filmographies, theatrical trailer and three promotional trailers. Utterly essential fan purchase.

FEATURE: ✪✪✪✪✪
EXTRAS: ✪✪✪✪✪

Frodo and Sam head for Mordor

CONFESSIONS OF A DANGEROUS MIND (2002)

Out: Now • Cert: 18, Miramax • Price: £19.99

Based on the autobiography by Chuck Barris, the creator of *The Dating Game* (*Blind Date*) and *The Gong Show*, two hit shows he created whilst leading a double life as a CIA hitman. Performance-wise, it's top-drawer. Rockwell plays Chuck Barris in all his twisted glory, trying desperately to cling on to his two lives as they spiral out of control. Clooney (who directs) also plays his CIA boss, while other stars like Drew Barrymore and Julia Roberts deliver superb supporting performances. Superb cameos from Brad Pitt and Matt Damon as silent rejected contestants on *The Dating Game*. A criminally-overlooked and harshly-criticised bounty of entertainment. Well worth seeking out.

FEATURE: ✪✪✪✪✪

Clooney directs his first film

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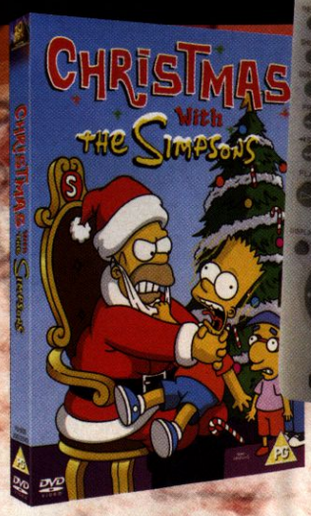
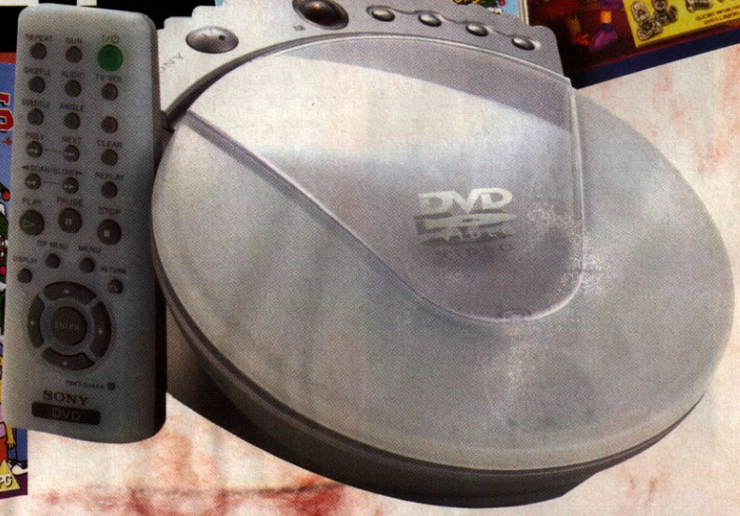
This Christmas, celebrate the holidays with the superb *Christmas With The Simpsons* DVD. There's five quality Xmas-themed episodes, including 'The Simpsons Roasting on an Open Fire', where Homer struggles to make ends meet for Xmas. 'Miracle on Evergreen Terrace' sees Bart destroying all the presents by accident and pretending they've been robbed. In 'Gift of the Magi', a mysterious toy company takes over the school, and in 'She of Little Faith', a desperate church rents out wall space. Best of all is 'Mr Plow', where Homer starts his own plough business. As a bonus, you get a Mr Burns featurette.

To celebrate the release of *Christmas With The Simpsons* on DVD, we have some superb prizes on offer from 20th Century Fox Home Entertainment.

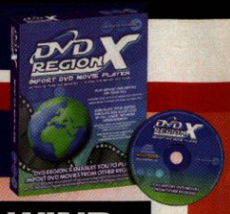
Ten runners-up get *Christmas With The Simpsons* on DVD, while the first-prize winner gets a sleek Sony DVD player, *Christmas With The Simpsons* on DVD, The Simpsons Monopoly and The Simpsons Cluedo.





visit: www.fox.co.uk

Calls cost 60p a minute, so get the bill-payer's permission, and lines are open 24 hours a day. The competition closes at midnight on December 14th. Good luck!
Christmas with the Simpsons is out now on DVD and Video from Twentieth Century Fox Home Entertainment, priced £22.99/£14.99 respectively.



USE DVD REGION X TO WATCH U.S. REGION 1 MOVIES ON YOUR PS2: WWW.CODEJUNKIES.COM

ALSO OUT...

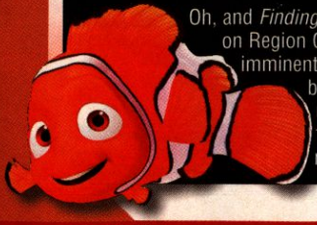
Let's start, for a change, over in Region Four. For the recent, amiable Billy Connolly comedy *The Man Who Sued God* ✪✪✪ can be picked up for just over a tenner at www.devoted.com. It's worth a look, but you'll be looking to sell it on once you've watched it. Back over in the States, there are plenty of new releases to catch your attention. The new double-disc edition of *Star Trek V* ✪✪, for instance, is a really admirable exercise in turd-polishing, but there's little among the amiable extras that can improve the main feature.

Casper ✪✪ meanwhile, was a big hit in the '90s, although heaven knows why. A tame, predictable and barely entertaining kids' movie, it's nothing to get over-excited about. *Willard* ✪✪✪ isn't too bad, a creepy little movie that gives Crispin Glover a rare major role. The double-disc edition of *The Right Stuff* ✪✪✪✪ is a very welcome special edition for a very strong film; the content is good, and anyone who enjoyed *Apollo 13* will find a lot to enjoy.

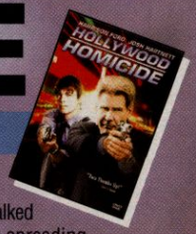
If you're in the mood for a slasher flick, then bide the time whilst *Cabin Fever* makes its journey to DVD with *Wrong Turn* ✪✪✪. Bereft of originality, but dammit, it's fun. Any Vin Diesel fans? Then your loyalty will be tested to the limit with *A Man Apart* ✪, a piss-poor vehicle for the star, made before *xXx*, but – cunningly – released after it. Likewise, J-Lo's fan club can tolerate an entirely-undemanded special edition of *Enough* ✪. The clue's in the title, folks.

Home cinema fans tempted to go for the Region One release of *The Lion King* ✪✪✪✪ may like to note that it lacks the DTS track that's been bestowed on the Region Two disc. Fans of cinema in general might like to give the unfortunate Michael Douglas starrer *The In-Laws* ✪✪ a bit of a wide berth, though.

Oh, and *Finding Nemo* is on Region One imminently. Check back next month for the review.



HOLLYWOOD HOMICIDE

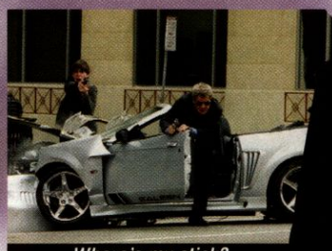


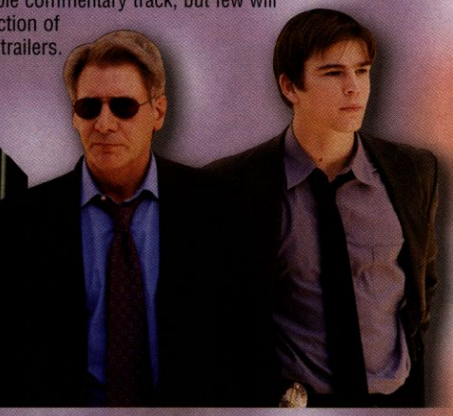
Out: Now • Cert R, New Line • www.usdirectdvd.com

Harrison Ford's last big hit was 1997's *Air Force One*, and when *Hollywood Homicide* bombed in the States in the summer, it was chalked up as another one of his lesser efforts. But don't let that fool you. By spreading his comedic wings arguably further than he ever has before, Ford generates enough fun to get you through the running time, backed up by a not-as-engaging Josh Hartnett. Sure, the movie runs out of steam as it hits the second half, but at least it had some to start with.

Extras: Not much to shout about, really. Director Ron Shelton (*Bull Durham, Tin Cup, White Men Can't Jump*) adds a passable commentary track, but few will spin it to the end. Then you get a selection of bland filmographies, and a mixture of trailers.

FEATURE: ✪✪✪ **EXTRAS:** ✪✪





Where's my stick?

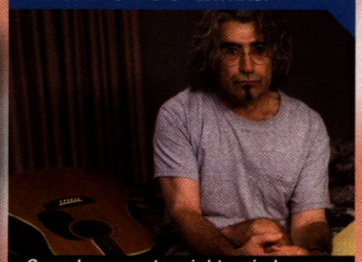
A MIGHTY WIND

Out: Now • Cert 13 • www.usdirectdvd.com

It doesn't even hit the inside of a UK cinema until January, but *A Mighty Wind* is still likely to be the kind of gentle comedy that slips under most people's radar. From Christopher Guest, to whom the world owes thanks for the outstanding *Waiting for Guffman* and *Best In Show*, this is a spoof documentary following the reuniting of a series of folk singers (don't let that put you off), a decade or two after they were famous. Warm, and very, very amusing.

Extras: The director's commentary is a bit of a let-down, but there are some excellent supplements, not least the selection of deleted scenes. Credit too for additions like the full reunion concert, as if it was broadcast on the telly, and likewise some good backgrounds

FEATURE: ✪✪✪✪ **EXTRAS:** ✪✪✪✪



Gene Levey gets mighty wind...sorry

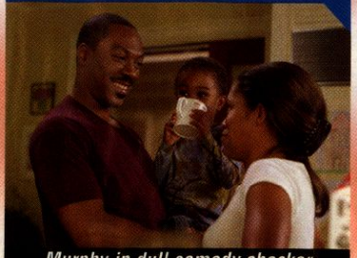
DADDY DAY CARE

Out Now • Cert PG • www.usdirectdvd.com

For Eddie Murphy, *Daddy Day Care* was good news. After big flops such as *Showtime, Pluto Nash* and *I-Spy*, this hit pay dirt at the box office, and kept his big pay-days going. The only losers? Anyone who has to sit through it. If you're over eight, there's precious little to enjoy about Murphy's decision to set up a day care centre. It's perhaps to his credit that he squeezes a couple of chuckles out of it, but this is a poor comedy, and the star can do a lot better. Rent it if you're in a really good mood.

Extras: Aimed at the younger audience, the additional features include some interactive games, which aren't exactly going to have you putting your PS2 collection on eBay. Likewise, the featurettes are unspectacular, and even the bloopers just lack decent laughs. Ah well.

FEATURE: ✪✪ **EXTRAS:** ✪✪



Murphy in dull comedy shocker

HOLES

Out Now • Cert 13 • www.usdirectdvd.com

Go figure. *Daddy Day Care*, a lazy star vehicle for a younger audience, cleans up. *Holes*, a really well put together and far more likeable product of the *House of Mouse*, is left with less in its piggy bank. Still, be willing to discover it on DVD. It's a tricky movie to describe, although it involves prison, digging for treasure and some really strong moments. Check it out. Although we suspect most of you won't, sadly.

Extras: Nothing wonderful about the two commentary tracks bundled onto the disc, but both have their moments. The same could arguably apply to the two featurettes, both of which weigh in at a diverting ten minutes or so. There's some other stuff too, although nothing to lift the disc's extra content above 'okay'.

FEATURE: ✪✪✪✪ **EXTRAS:** ✪✪

The Girls Aloud bus hit a pot hole

THE ITALIAN JOB

Out Now • PG: 13 • www.usdirectdvd.com

Even the most ardent fan of the original Michael Caine classic must have a grudging respect for what happened with this remake. Arguably the best decision the new team made was to pretty-much ignore the original, in turn generating a fun action caper in its own right. Much of its success is in the cast it attracts; Edward Norton, Donald Sutherland and Mark Wahlberg have all done better, but happily drag this kinetic film through its slower moments. Good stuff.

Extras: Quite a good collection here, although nothing that really goes beyond surface-depth. The featurettes are solidly entertaining, and we enjoyed the look behind the scenes at the stunts. No commentary track, though, which is a bit of an unfortunate omission. Still, we've seen worse packages.

FEATURE: ✪✪✪✪ **EXTRAS:** ✪✪

Cor blimey, warra bleedin' tragedy

For PlayStation®2

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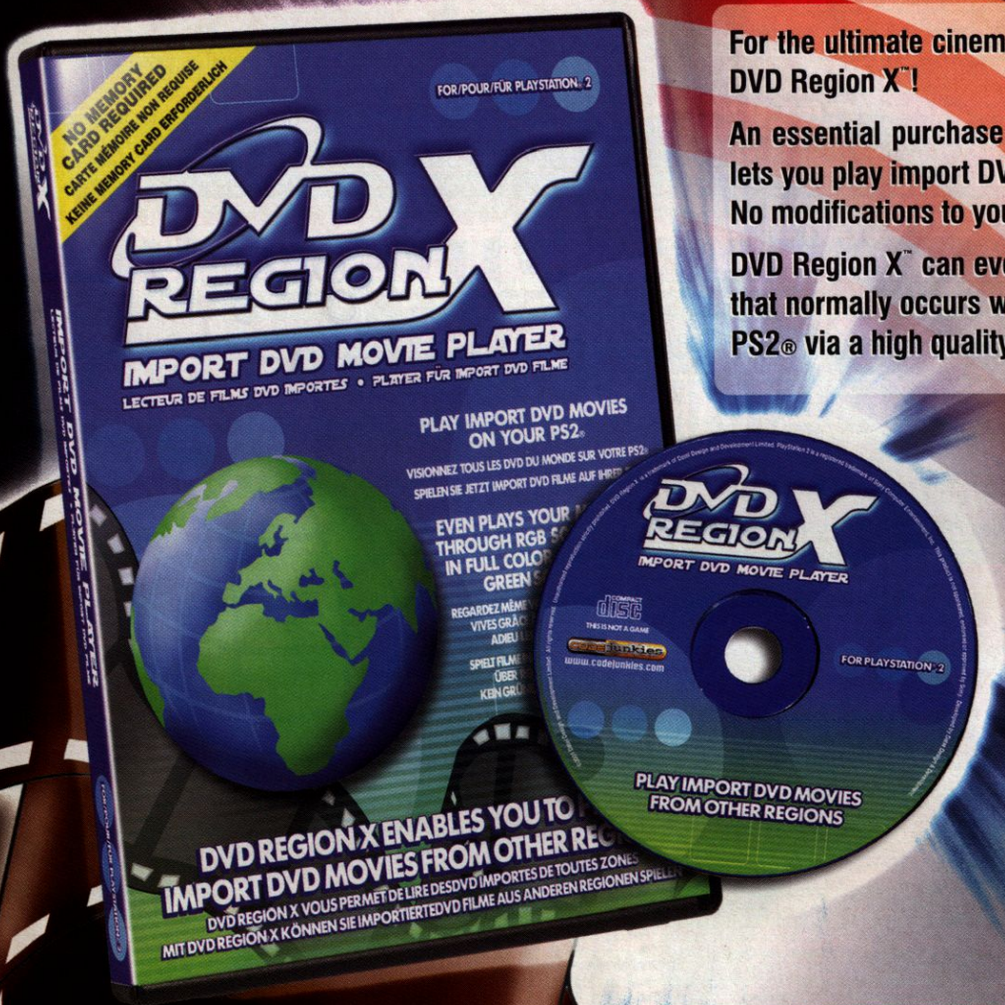

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GEAR

WELCOME TO YOUR PSi2 GADGET, **GAMES** AND **HARDWARE** GUIDE!

HP PHOTOSMART 435 DIGITAL CAMERA

£129.99

PSi2 8/10

Part of a new range that was launched in September. It's a stylish, compact little number, with fast shoot-and-point functions. It has in-camera facilities for selecting pre-programmed destinations, including emails and websites. Its 16Mb internal memory can store photos, video and audio. Plus you can preview your creative side on a handy 4.1cm (1.6") colour LCD screen. You can also get your hands on a docking station and hook it all up to your PC before you can say 'system error'. The controls are pretty easy, allowing our model here to return the favour to our in-house dribbling photographer with ease. Basically, this HP digi camera is ideal for anyone who wants the benefits of digital photography without giving up a kidney for the pleasure.

PRICE: £129.99
OUT: Now
CONTACT: www.hp.com

SCOTTY SOLAR-POWERED PHONE CHARGER

£29.99

Fed up with having to remember to charge the mob up every night? Battery going flat mid-important call? Well this solar-powered charger could be the answer. Simply plug it in and away you go. Its smart technology then converts this stored energy to charge (or run) a huge range of portable devices such as mobile phones, palm-tops, personal hi-fis, electronic games and handheld GPS. The unit uses a pair of Ni-Cad cells (supplied) as the power reservoir, but for instant energy, two ordinary AA alkaline batteries can be loaded. For £30 it's a superb device that no absent-minded mobile owner should be without.

PSi2 9/10

PRICE: £29.99 SRP
OUT: Now
CONTACT: www.iwantoneofthose.com

XMAS WISH LIST

CUT IT OUT, GIVE IT TO THE MISSUS AND CROSS YOUR FINGERS FOR IT...

FREEPLAY RANGER RADIO

£29.99

Okay, wind-up radios are nothing new, but this version is a lot sleeker than its bulky brothers. Plus, this unit can last up to 25 hours after a good wind-up. Also, this *Ranger* version has a solar panel to power it further if you're a little weak of the wrist. The blue, clear radio comes with a charger to get it initially charged up if you're not into all that winding.

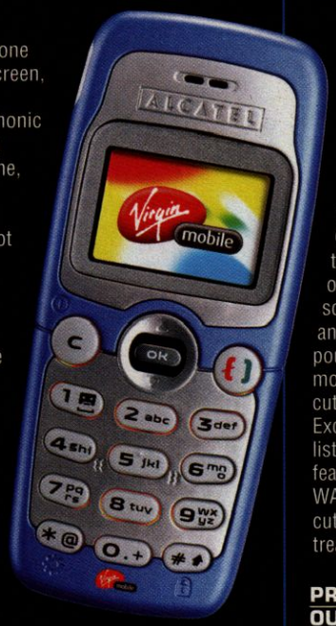
PSi2 8/10

PRICE: £29.99 SRP
OUT: Now
CONTACT: www.freeplay.com

ALCATEL 332

£79.99

This chunky little phone has a high-quality screen, and preloaded and downloadable polyphonic ring tones. There's a built-in speaker phone, a function to create your own ringtones and WAP. It's also got a few extras like clock/alarm and calculator. This unit comes with £5 airtime, a hands-free headset and a charger. A robust little phone with all the functions you could wish for.



PSi2 7/10

PRICE: £79.99 Direct from Virgin Mobile: 0845 6000 600
OUT: Now
CONTACT: Www.virgin.com/mobile

SENDO M550

£89.99 SRP

The Sendo looks great, with an internal aerial and at a price way, way under similar style phones like the Samsung ones. Of course, there are trade-offs – it's low on features and the screen has a narrow angle of view, but at 90 pounds you can't really moan. The corners are cut in the right places. Except the basic contact list. If you need any features like infra-red, Bluetooth, the latest WAP browser or PC connectivity, this won't cut it. If your needs are basic, this phone's a treat and looks great.

PSi2 7/10

PRICE: £89.99 SRP
OUT: Now
CONTACT: Www.sendo.co.uk

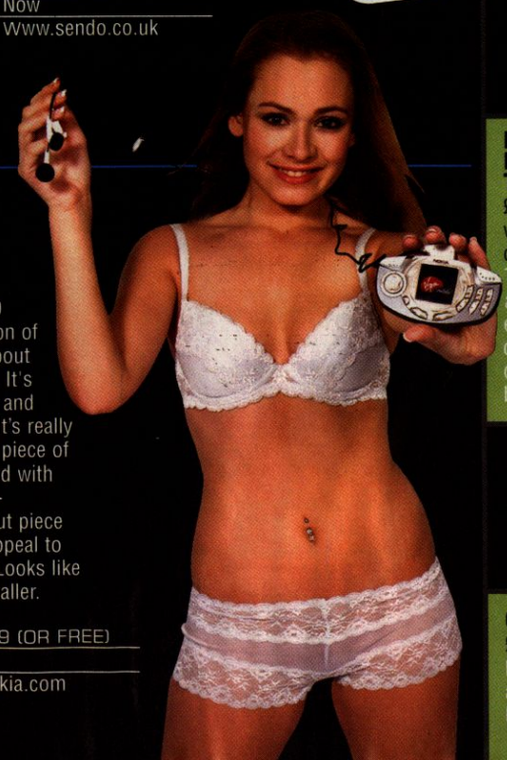
NOKIA 3300

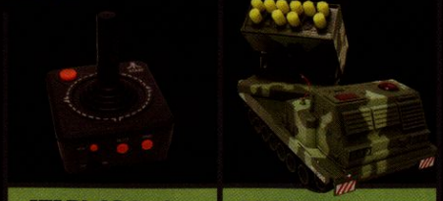
£129.99 (or free)

PSi2 8/10

The dual-band GSM 900/1800 MHz Nokia 3300 comes equipped with a fancier, animated version of the same user interface and platform as just about everything else Nokia these days. It's got an FM radio, MP3 player and the ability to record audio. It's really marketed as a music fan's piece of hardware, coming supplied with headphones. It's a neatly-designed, well thought out piece of kit with just enough appeal to attract its target market. Looks like an N-Gage, but is a lot smaller.

PRICE: £129.99 (OR FREE)
OUT: Now
CONTACT: www.nokia.com





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This one's selling well, a mini blowtorch to ensure a light in any condition, wind, rain or snow. A bit pricey, but very reliable.

MINI BATTLE TANKS

£39.95 • www.iwantone-ofthose.com

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Not a licence to speed, but a fair warning of approaching speed traps. This top-class radar keeps your speed in check and cash in wallet.

STOCKING FILLERS

THE BIG AND SMALL OF THIS YEAR'S XMAS TAT IS SOMETHING TO BEHOLD. SINGING SANTA HAMSTER'S OUT-DONE BY HUMPING DOGS, WHILE TINY R/C CARS MAKE A WELCOME RETURN...

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Small R/C cars were one of the leading Xmas gifts last year. This year, size matters once more as the Micro is out-gunned by the Atom. This tiny little R/C can comfortably fit on a 50p. The pen controller comes with three mini traffic cones to create a slalom. Because it's so tiny, it can't steer for toffee, but it's extremely fun to whiz around your desk when you've got a minute at work. Superb for just over a tenner.

PSi2 9/10

PRICE: £12.95
OUT: Now
CONTACT: www.boysstuff.com

HUMPING DOG

£14.99

Ever wondered what inventors are working on? Perhaps artificial organs, or a way to produce food in famine-struck countries? Maybe wind-up mobiles? Or perhaps, just perhaps, they're actually designing a small mechanical dog to hump your leg for hours of amusement. Whatever your viewpoint, you can't deny there's every chance dads all over the world will wake up bleary eyed on Christmas Day, only to find a little dog humping their legs, much to the delight of others. Humps and yelps (sigh) for 30 seconds.

PSi2 7/10

PRICE: £14:99
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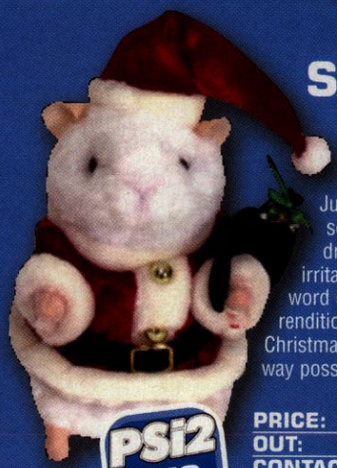
SANTA HAMSTER

£9.99



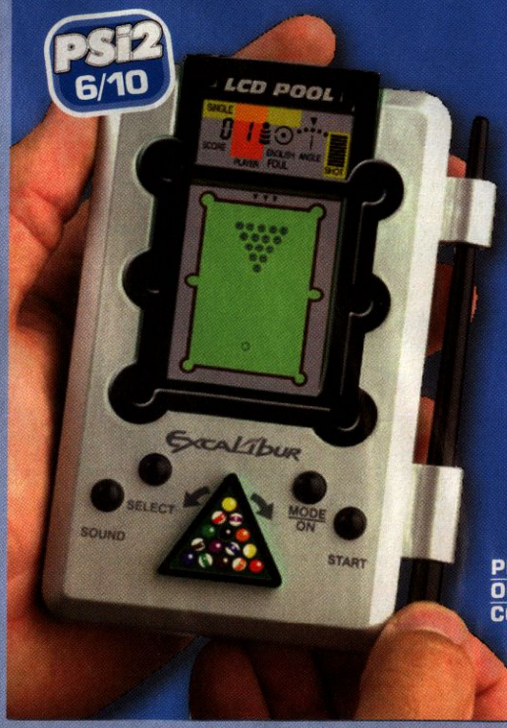
Just when you thought you might have seen the last of these little bastards, they dress up in a Santa get-up for their latest irritating incarnation. It sings (we use the word in the broadest possible sense) a rendition of the Slade Number One 'Merry Christmas Everybody', which is painful in every way possible. Buy it for people you hate.

PSi2 5/10

PRICE: £9.99
OUT: Now
CONTACT: www.iwantoneofthose.com

LCD POOL GAME

£24.99



PSi2 6/10

LCD games of this ilk are always interesting, right up until you play them. In this case, the novelty of is a pool stick on the side to pull and snap like a pinball machine. It's a nice touch, which allows you to alter the angle, spin etc. Fun for a two-player, plus a decent Billiards or Eight-Ball option. It's pretty pricey for a fairly basic display, but pool fans may enjoy it. Not quite a Sony PSP, but a nice novelty game all the same.

PRICE: £24.99
OUT: Now
CONTACT: www.iwantoneofthose.com

SNOW MACHINE

£99.99

If you can't wait for the next white Christmas, you can guarantee one with this superb device. Pumps out foamy snowflakes at a rate of 2,500 flakes per minute, making any seasonal party go down a treat. These things used to cost a mint, so only clubs had them. Now you can enjoy the snow whenever you want! A great way to add a Yuletide look to your indoor or outdoor parties this holiday.

PSi2 8/10

PRICE: £99.99
OUT: Now
CONTACT: www.iwantoneofthose.com

TOP KIT

IF YOU'RE FEELING A LITTLE FLASH THIS YEAR, YOU MIGHT LIKE WHAT YOU FIND ONLINE – IWANTONEOFTHOSE.COM, BOYS-STUFF.COM, FIREBOX.COM ARE ALL HIGHLY RECOMMENDED, AND THEIR DECENT DELIVERY TIMES MEANS YOU WON'T NEED TO BRAVE THE BUSY HIGH STREET. PHEW!

FINGER PRINT LOCK

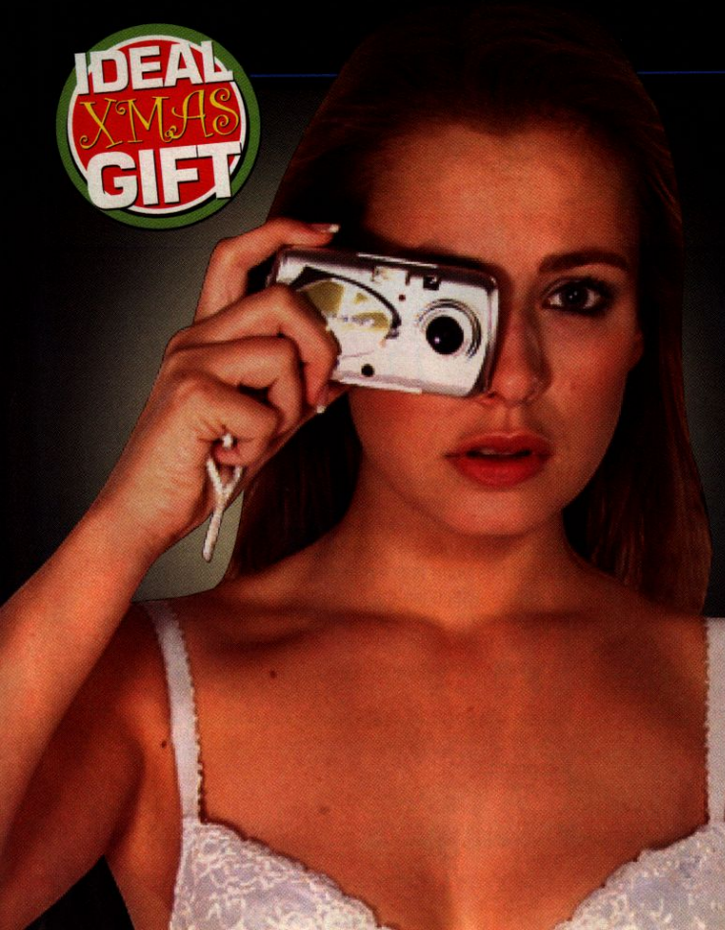
£699.00

You may question the security of a fingerprint ID lock, but the makers tell us the chances of this opening to an unauthorised fingerprint are one in a million. That's better than keys! So it's worth imagining for a minute what it'd be like if you never had to remember picking up keys before leaving the house. A world where losing your keys is a thing of the past. Well the finger lock offers this, with all the security you could wish for. It can be pre-programmed to recognise up to 25 different fingerprints, and it works even when you cut or burn a finger. The battery lasts for up to 5000 authentic scans, and an alarm goes off for when it's low. A sign of things to come, perhaps.

PSi2 8/10

PRICE:	£699.99
OUT:	Now
CONTACT:	www.iwantoneofthose.com

IDEAL XMAS GIFT



OLYMPUS DIGITAL

£349.99

That shiny body (no, not the model, the camera!) is weatherproof, meaning you can take this sleek camera out come rain or shine. The MJU uses the new XD-Picture card format and has a 3x optical zoom, giving the user the ability to focus in on far-off objects. Both models (the 3Mb and 4Mb versions) come with a rechargeable lithium-ion battery and re-charger. The two versions both deliver, the 4Mb version holding more shots, obviously. Makes even the most cack-handed shots appear professional.

PRICE:	£349.99
OUT:	Now
CONTACT:	www.olympus.co.uk 0800 072 0070

PSi2 9/10

PLAYLIST

THE LATEST RECOMMENDED TUNES TO PLAY PS2, ER, TO...

KILL BILL VOL.1 (OFFICIAL SOUNDTRACK) OUT NOW
The superb slash-'em-up film's soundtrack is essential. Ranges from '60s pop diva Nancy Sinatra ('Bang Bang'), the rockabilly kitsch of Charlie Feathers ('That Certain Female'), the multi-platinum-selling Wu-Tang Clan rapper The RZA ('Ode to Oren Ishii'), soul maestro Isaac Hayes ('Run Fay Run'), and The 5.6.7.8.'s ('Woo Hoo'); a campy '90s all-girl group from Japan.

UNCOVERED: REVEALED (UNIVERSAL) OUT NOW
Ever been listening to the radio and thought 'hasn't this been done before?' Well this is a blend of originals, famously covered by new artists. An interesting mix.

THE TRIP: DIRTY VEGAS (UNIVERSAL) OUT NOW
Crafted by Dirty Vegas, a compilation so varied you might think you've strolled into Vice City. Grace Jones, Tears For Fears, U2 and Ian Brown amongst them.

LIMP BIZKIT: RESULTS MAY VARY (POLYDOR) OUT NOW
The spoken intro to this album describes it as 'the most ferociously soothing waves of sonic communication to ever be created'. It's not.

EAGLE EYE CHERRY: SUB ROSA (POLYDOR) OUT NOW
Neneh's little brother has never quite surpassed her mantle, however this third studio album is a good effort. Comes post his first live gig since 2001.

JANE'S ADDICTION – THREE DAYS (DVD PARLAPHONE) £19.99
Documentary film of the band's legendary, and highly notorious, 1997 Relapse tour. This bizarre concert movie deftly integrates documentary and narrative footage shot in whatever format the filmmakers could get their hands on.

R.E.M. – IN VIEW – THE BEST OF R.E.M. 1988-2003 (DVD – WARNER MUSIC) £19.99
R.E.M.'s first 'best-of' video compilation from this period, containing singles from the albums: Reveal, Up, New Adventures in Hi Fi, Monster, Automatic For The People, Out Of Time and Green.

Game Gear

THE BEST OF THE LATEST GAMING FUN AND PS2 PERIPHERALS...

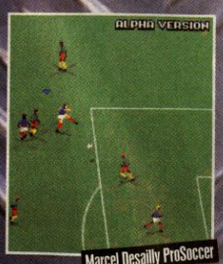
IDEAL XMAS GIFT

NOKIA N-GAGE

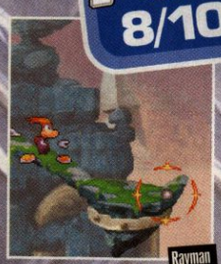
£299.99 (packaged with games)

PLAYING WITH YOURSELF IS FUN; WE ALL DO IT. SOON A PORTABLE GAMING WAR WILL ERUPT WITH SONY PSP, THE GAME BOY ADVANCE SP AND NOKIA'S PROMISING N-GAGE GOING HEAD TO HEAD. BUT IS NOKIA'S FIRST STEP INTO THE GAMING MARKET A SMART ONE?

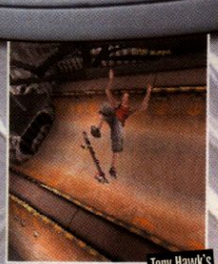
PSi2 8/10


Marcel Desailly ProSoccer

Moto GP


Rayman

Red Faction


Tony Hawk's

Tomb Raider

Splinter Cell

N-GAGE PACKAGES

THE PACKS AND PRICES FOR N-GAGE AT CARPHONE WAREHOUSE.

1. NOKIA N-GAGE game deck plus *Pandemonium!* game. £229.99
2. NOKIA N-GAGE game deck plus *Pandemonium!* and *Tomb Raider* games. £254.99
3. NOKIA N-GAGE game deck plus *Pandemonium!* *Tomb Raider* and *Sonic N* games. £274.99

Before Sony unleashes its portable PlayStation, Nokia launches its assault on the lucrative portable gaming market. Its first appearance on the horizon last year drew attention of gamers worldwide. The proposal of a fully-functional phone, with MP3 player, FM radio and a much-evolved games console is exciting, but is it any good? Well, perhaps one of its highlights as a gaming console is the ability to support wireless multiplayer connectivity for local gamers (via Bluetooth) or remote users in other cities or countries with the use of GPRS technology. Games-library-wise, its partnership with Sega, Eidos, THQ, Ubi Soft and others means a great range of titles. But are they any good on the device, you ask?

We played *Tomb Raider*, which played much like the PlayStation version. *Red Faction* seemed limited, but well presented with the controls working surprisingly well.

Best of all is *Tony Hawk's*, which works incredibly well and plays identical to the graphical presentation you'd get on PlayStation. Whether the device will compete at all against the upcoming PSP is unclear. It'll certainly need to swiftly build a library of games and a following to do so. What's clear at this point is the odd rear design for inserting cartridges, which isn't very gamer-friendly. That aside, it's a real all-in-one device, harnessing all the functionality you could wish for. A bit awkward as a phone, perhaps, but undeniably fun to play as a portable games console. With more software, this could be a serious competitor for all parties. But it needs a massive games library to compete.

PRICE:	£229.99
OUT:	Now
CONTACT:	www.n-gage.com – or visit www.carphonewarehouse.co.uk

MORE GEAR WORTH A GANDER

U BEAT

£89.99

PSi2 7/10

The genius name aside, *U Beat* is billed the world's first 3D VibroWoofer. This odd silver-styled speaker has one important difference. Instead of placing it on a table or the floor, you actually wear it around your shoulders. As well as a high-quality output sound, this vibrates to the beat to intensify the effect. The *U Beat* is pretty ideal for gaming, especially in atmospheric games like *Splinter Cell*, *Silent Hill 3* or *Metal Gear Solid 3*. Driving games work well too, the thundering bass rattling as you tentatively drift around a tight corner and smash into a truck. It's a little pricey, perhaps, but similar, cheaper units should come in soon.

PRICE:	£89.99
OUT:	Now
CONTACT:	www.boysstuff.co.uk

ACTION REPLAY MAX

£29.99

IDEAL X'MAS GIFT

Another slick piece of cheating kit from Datel, *Action Replay MAX* contains a stonking 30,000-plus cheat codes, and is easily updated via broadband on your PS2. It also holds up to ten times the guff an average PS2 memory card can carry. Plus, this little beauty lets you watch DVD films from other regions too. This device adapts games, making them easier, and can pump new life into old games with fun cheat codes to make them appealing to play again. The slick, new interface is leaps and bounds better than the older systems too, allowing you to easily access the codes and functions you want to activate. Find out more about this essential gameplayer's companion on Page 110.

PSi2 9/10

PRICE:	£29.99
OUT:	Now
CONTACT:	www.codejunkies.com

CONNECT TV EXCITE SOCCER

£39.99

PSi2 9/10

Excite Soccer uses infrared sensors strapped to the shin. The player must strike the ball as it comes across the screen. This works just about as well as the *Snowboarding* version; whatever that means. Despite some obviously shoddy graphics, this is surprisingly easy to use and quite fun for two players after a few jars.

PRICE:	£39.99 SRP
OUT:	Now
CONTACT:	www.radicauk.com

DANCE MASTER

£14.99

IDEAL X'MAS GIFT

When Konami's *Dance, Dance Revolution* games first hit the PlayStation all those eons ago, they were an instant hit. This new pack from the bods at Datel aims its dance mat squarely at the health-conscious gamer or music fan. This mat (which is, incidentally, much cheaper than any other mat on the PS2) is colourfully designed and, better still, comes with a free *Dance Master* DVD (whilst stocks last, apparently). It's compatible with all the dancing games on the PS2, and is robust enough to cope with the most frantic dance moves.

PSi2 9/10

PRICE:	£14.99
OUT:	Now
CONTACT:	www.codejunkies.com

MISSION LIGHT GUN

The *Mission Light Gun* is compatible with PlayStation and PlayStation2 consoles as well as with all Guncon and Guncon2 games. It further features single shot, auto-fire and auto bullet reload. Sweet.

Price: ***£11.95*** ■ *Website:* ***www.lik-sang.com***

PRO MINI 2

Uses state-of-the-art technology for a better gaming experience. This mini controller features analogue controller sticks, a vibration control switch, a mode LED indicator and two built-in motors to provide shock function.

Price: ***£TBA*** ■ *Website:* ***www.inteclinkeurope.com***

IDEAL X'MAS GIFT

SPC801 DUAL FORMAT TURBO RACER 2 WHEEL

Features analogue steering with sensitivity controls and programmable buttons storing up to four different button configurations. The wheel even stores any changes you make, even if the console's turned off or the wheel disconnected.

Price: ***£29.99*** ■ *Website:* ***www.bigbeninteractive.co.uk***

CONNECT TV BOXING

Like *Excite Soccer, Excite Boxing* connects straight to the TV. This time you have a couple of gloves to pound animated boxers on the screen. The direct-to-TV connection gives the gamer the chance to throw punches at a computer opponent, recognising jabs, hooks and uppercuts.

Price: ***£39.00*** ■ *Website:* ***www.radicauk.com***

FOOTBALL SQUARE

A non-slip mat designed like a football pitch, the *Football Square* includes three vertical sensors based on the latest technology which detect the player's movements and reproduce his actions in real time in the game; actions made in attack (shoot, pass, lob) or in defence (tackles).

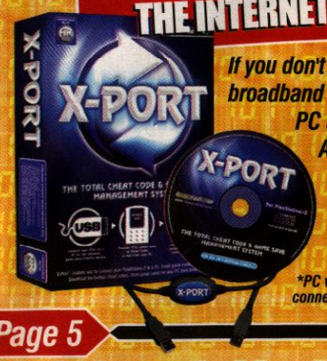
Price: ***£14.95*** ■ *Website:* ***www.lik-sang.com***

CODEJUNKIES DIRECT

DECEMBER 2003 edition

FOR ALL YOUR GAMING NEEDS!

UPLOAD/DOWNLOAD PS2® GAME SAVES VIA THE INTERNET OR EMAIL



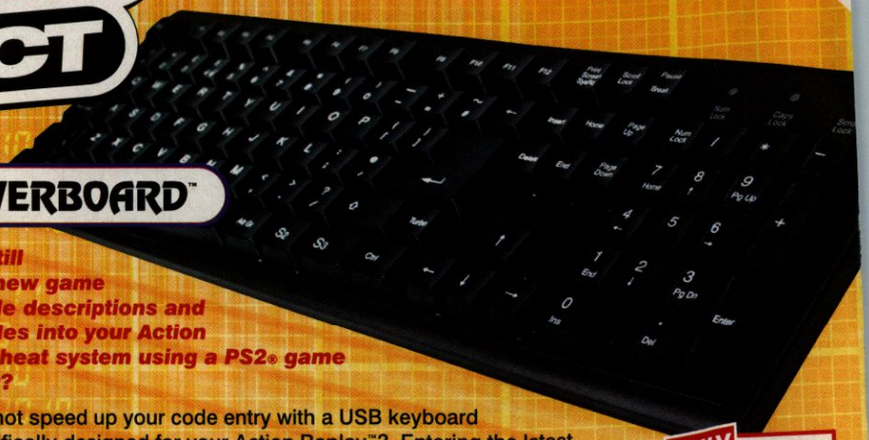
If you don't have a PS2® broadband you can still use your PC to download the latest Action Replay MAX™ code updates.

ONLY £29.99

*PC with USB port and internet connection required.

Page 5

POWERBOARD™



Are you still entering new game titles, code descriptions and cheat codes into your Action Replay™ cheat system using a PS2® game controller?

Then why not speed up your code entry with a USB keyboard that's specifically designed for your Action Replay™? Entering the latest codes is now easier than ever. Simply connect the keyboard to the USB port on the front of your PlayStation®2 and start typing!

ONLY £19.99

Powerboard™ can literally cut in half the time it takes to enter new codes.

Summary of features:

- The only keyboard available for PlayStation®2
- Designed exclusively for use with Action Replay™ cheat code system
- Includes "shortcut" keys for popular Action Replay™ commands
- Compatible with all PS2® games with keyboard support
- Complete computer-style keyboard including function keys and number pad
- 100% PlayStation®2 compatible

NEW

DON'T JUST PLAY THE GAME LIVE IT!

Chat and strategise in online PS2® games like SOCOM: US Navy Seals!™

ONLY £29.99

Page 5

ACCESSORISE YOUR ACTION REPLAY

FREEPLAY™

ONLY £19.99 See page 4 for details

USB HUB™

SAVE £10

ONLY £19.99 See page 3 for details

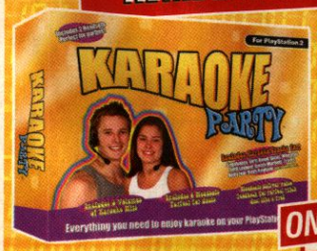
X-DRIVE™

See page 3 for details

SAVE £40

ONLY £59.99

THINK YOU CAN SING BETTER THAN JUSTIN TIMBERLAKE, AVRIL LAVIGNE OR PINK?



NOW YOU CAN PROVE IT!

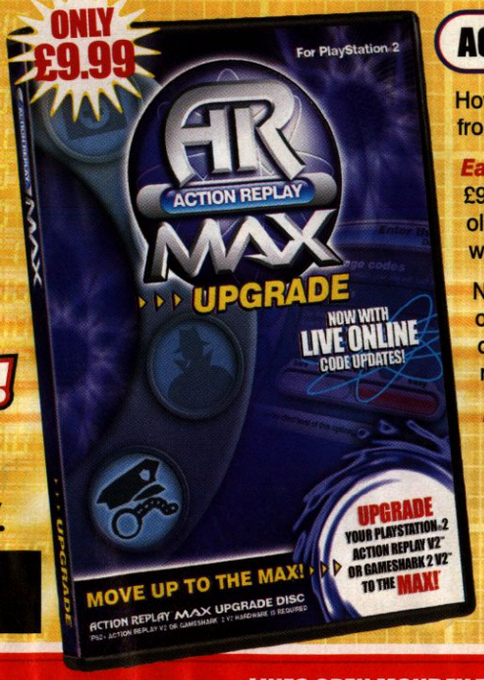
NEW

ONLY £39.99

Page 6

MOVE UP TO THE MAX™ ....

ONLY £9.99



ACTION REPLAY MAX™ UPGRADE DISC

How do you get the very latest cheat code system from Datel for ***£20 off*** the recommended retail price?

Easy! Just buy this low-cost MAX™ upgrade disc for £9.99 and use it with the code storage card from your old PS2® Action Replay™. The MAX™ Upgrade Disc will automatically update your old code storage card.

Note: It's REALLY IMPORTANT that you have your old code card/dongle. Without it, the MAX Upgrade disc won't work. Visit ***www.gimmemax.com*** for more details!

NEW FEATURES INCLUDE: New user interface, broadband code updates, biggest ever code list, auto disc recognition, intelligent codes, enhanced code entry, DVD Region X, MAX power bar - and lots more!

OVER 30,000 CODES FOR THE LATEST AND GREATEST PS2® GAMES!

GET YOUR DAILY DOSE!

VISIT WWW.CODEJUNKIES.COM FOR THE VERY LATEST ACTION REPLAY MAX CHEAT CODES AND GAME SAVES, PLUS GAMING NEWS, REVIEWS, FEATURES AND DISCUSSION FORUMS.

FREE POSTAGE & PACKAGING ON ALL ORDERS*

*UK MAINLAND ORDERS ONLY

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"Gorgeous, powerful, and easy to use--Action Replay Max™ is everything a gamer wants"
GAMEPRO

ACTION REPLAY MAX™

PLAY YOUR GAMES TO THE MAX

Take your gaming to new levels of fun and excitement with the ultimate cheat code system for PlayStation®2. Choose from the biggest ever library of specially created codes for your games; MAX ammo, infinite health, unlock all levels ... and much more!

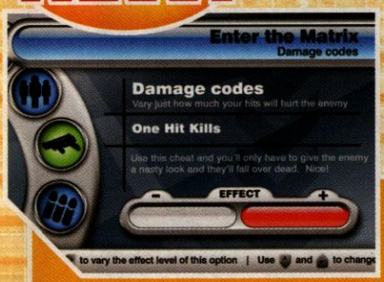
- Packed with over 30,000 powerful codes for the latest and greatest PS2® titles
- Download the very latest codes using your PS2,s broadband connection*
- Stunning new easy-to-use interface
- Make your games easier to play - or even tougher!
- Watch DVD movies from other regions on your PS2®
- Pack up to 10 times more data on any PS2® memory card
- Download the latest rosters and game save data for the biggest and best games*

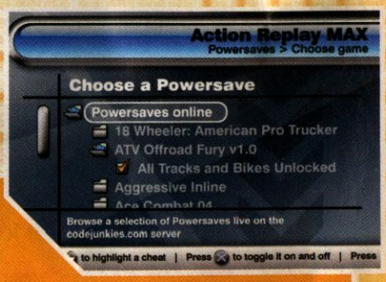
* PS2 Network Adapter required for these features. New codes can also be viewed at www.codejunkies.com and in PSi2 magazine, and can be entered manually using your PS2's game controller.

NEW!

ONLY £29.99

BUST YOUR GAMES WIDE OPEN WITH PLAYABLE CHEAT CODES!





THE BEST JUST GOT EVEN BETTER!

UNBEATABLE BUNDLE OFFER!!!

ACTION REPLAY MAX™ PLUS 8MB MEMORY CARD*

*8MB PS2 memory card replaces the standard AR MAX card

ONLY £39.99

CODEJUNKIES DIRECT

We constantly update Action Replay™ with brand new codes for the latest games...

...so when you buy from Codejunkies Direct you're always guaranteed the very latest version.

www.codejunkies.com

FREE POSTAGE & PACKAGING ON ALL ORDERS*

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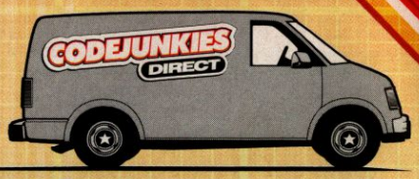
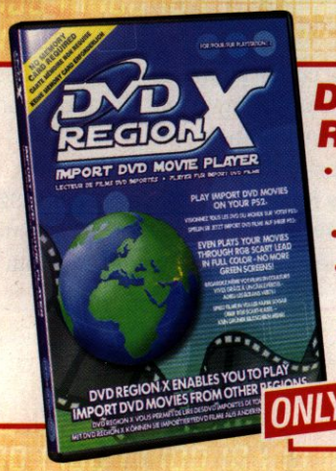
DVD MOVIE solutions

TURN YOUR PS2® CONSOLE INTO A REGION-FREE DVD PLAYER!

FREE DELIVERY ON ALL UK MAINLAND ORDERS



WATCH ANY DVD MOVIE IN FULL COLOUR VIA RGB/SCART!



DVD REGION X™

BEST SELLER

- Allows you to watch DVD movies via RGB or SCART.
- Easy to use!
- No modifications to your PS2® needed.
- Turns your PS2® into a multi-region DVD player.

ONLY £9.99

DVD SURFER™

- Infra-red DVD movie remote controller for PS2®.
- Watch your movies in comfort cable-free!
- Play/Fast Forward/Rewind/ Stop/Pause, etc...
- Arrow buttons for menu navigation.

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DVD ADVANTAGE™

The ultimate movie solution for PS2®, with a **DVD remote control** to play movies from **all regions** and in full colour via RGB/SCART.

- Plays DVD movies from any region out of the box - no hardware modification required.
- Swap between controller mode and remote control mode.
- Audio socket for stereo sound.

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PLAY ANY DVD MOVIE FROM ANY COUNTRY!

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X-DRIVE™

Using the power of Zip technolgy, X-Drive 100mb means an end to conventional high cost, low-capacity memory card storage.

- Each Zip disk (not included) has the storage capacity of TEN standard memory cards!
- Special software for your PS2® is included so you can compress your game saves so they take up even less space.

100% compatible HR MAX

ONLY £59.99 SAVE £40

NORMAL RRP £99.99

USB HUB™

- USB adaptor for PS2®.
- Plug up to 4 USB devices into one USB slot.
- Uniquely styled for PS2®.
- Includes AC power adaptor.

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NEW

ONLY £19.99

MAX MEMORY

With 16 Megabytes of true uncompressed memory...***DOUBLE THE CAPACITY OF A STANDARD MEMORY CARD***

Max Memory™ comes packaged with a bonus ***MAX MEMORY CARD MANAGER*** disc, a powerful software utility designed specifically for PS2®, giving you total control of your game saves. Load, save, copy and delete multiple files with ease. You can even compress your data using Max Memory's™ unique crusher option – letting you pack up to ***10 times more data*** onto your memory card!

MAX MEMORY™ HAS ARRIVED!

Got a broadband connection? – Then Max Memory™ gives you more!! Max Memory™ goes online using your PS2® broadband connection and gives you access to thousands of fantastic gamesaves for ***FREE!***

- Download rosters, team updates and season data for top sports games
- Access online Powersaves for your favourite games giving you hidden levels, secret characters and other cool stuff.
- Share your own gamesave creations online with other PS2® gamers using the gamesave community feature!

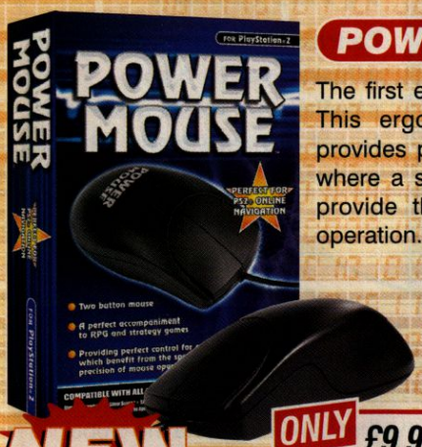
ALL OF THIS IN ONE GREAT MEMORY CARD! GET YOURS TODAY!

MEGA MEMORY MANAGER™

Compress game saves on any PS2® memory card using this amazing Memory Manager software on disc.

ONLY £9.99

POWER MOUSE™



The first ever mouse for PlayStation®2! This ergonomically designed mouse provides perfect control for those games where a standard controller simply doesn't provide the speed and precision of mouse operation.

- 2 button mouse
- Perfect for PS2 online operation
- Black casing to match PS2 console
- Ideal for RPG and strategy games

ONLY £9.99

FREEPLAY™

Turn your existing PS2® controller into a wireless, infra-red joypad by plugging it into the FreePlay™ adaptor.

- Belt clip for easy use
- Range of more than 10ft
- 100% vibration compatible
- Doubles as a DVD remote controller.
- Includes AC adaptor/recharger.

ONLY £19.99

NEW

HURRY - WHILE STOCKS LAST!

SAVE £20

GAMESTUDIO™

GameStudio™ is a revolutionary Game Boy® Color emulator for PS2®. Play any Game Boy® Color, Pocket or Classic cartridge in full colour, with glorious sound, on your TV screen!

- Includes 8 FREE Game Boy® Color games to get you started.
- In-built Action Replay™ lets you cheat on Game Boy® games.

ONLY £19.99* *WHILE STOCKS LAST

TAKE YOUR PS2® ONLINE

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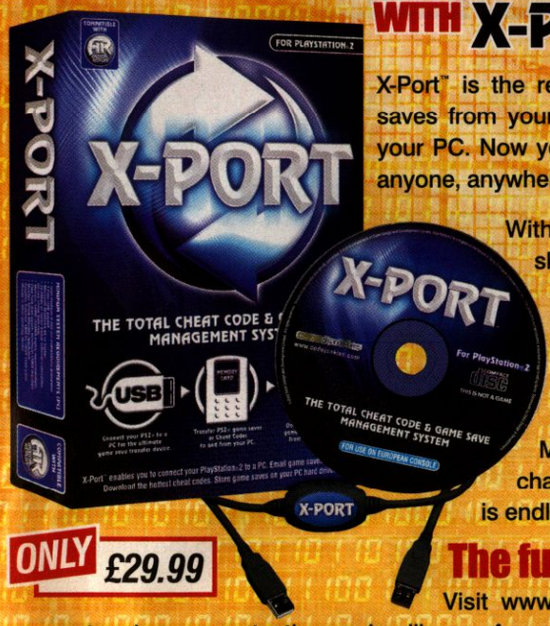

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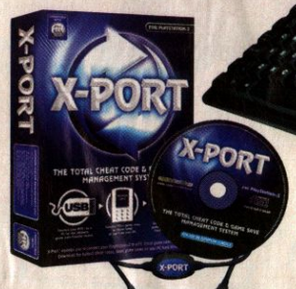

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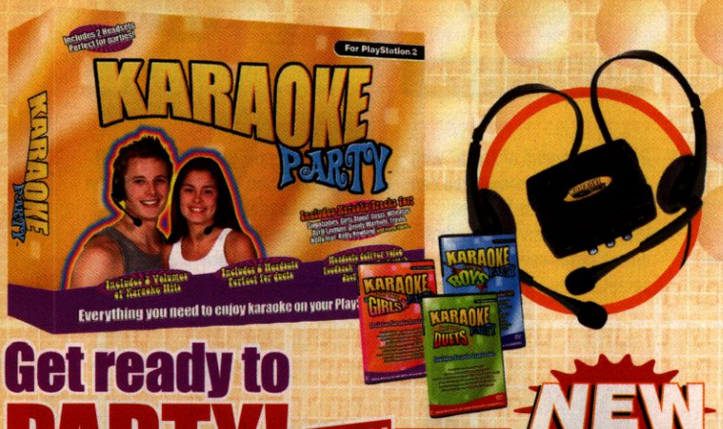

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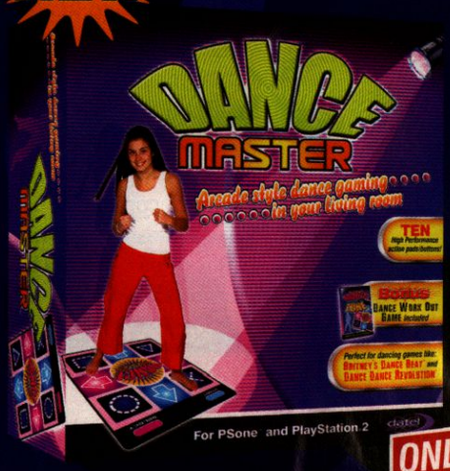

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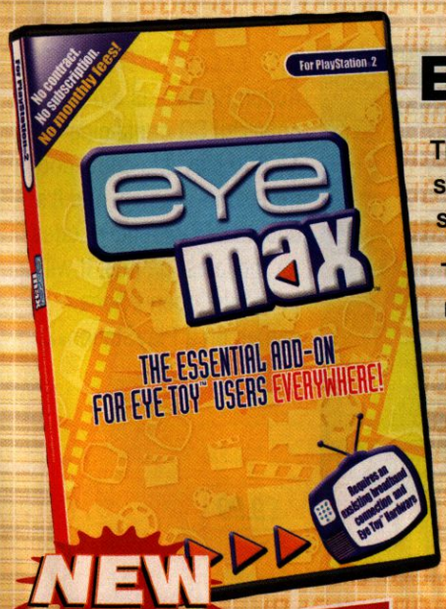

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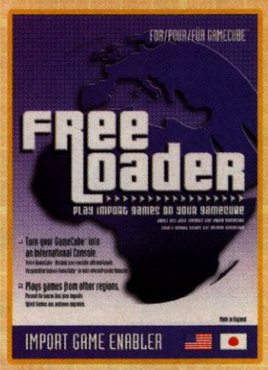

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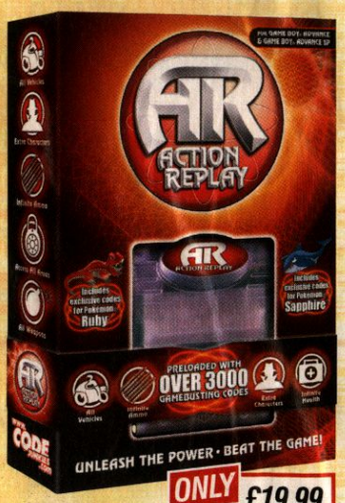

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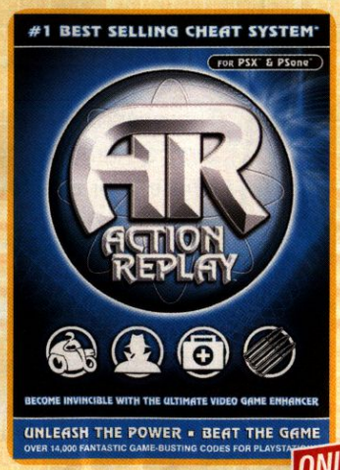

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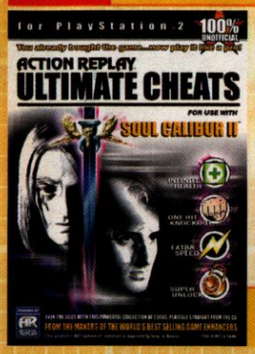

Want to be the best? Want to unlock all the characters without playing through the whole game? Then you need Ultimate Cheats for Soul Calibur II™. Even the odds in an instant using the playable cheats designed by Datel specifically for this great game. Uses the world famous Action Replay cheat code technology.

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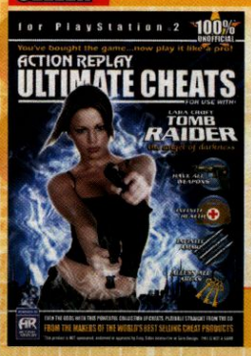

Use Ultimate Cheats™ to tweak and modify just about every aspect of this stunning game! Now you can complete dangerous missions with the greatest of ease, thanks to the totally unauthorised cheat codes and game enhancements on this powerful yet easy-to-use disc.

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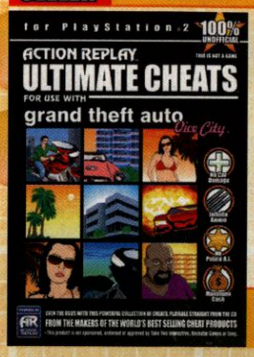

The best-selling companion to the hit PS2® game! Includes essential cheats like Cops Have No Artificial Intelligence and No Wanted Level, plus cool and crazy enhancements that give you replay value, like See Through Cars, Insane Jump Height, and Flying Cars! You've just got see these in action.

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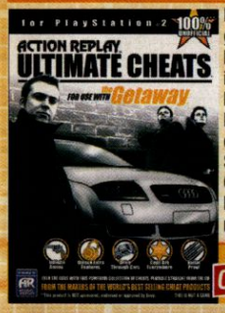

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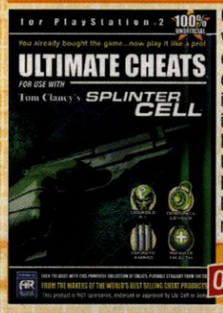

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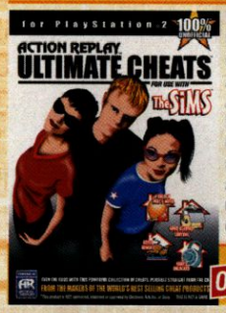

Unlock Games, get All Objects Free, make your character Never Hungry, Always Comfortable, Always Social, Always Hygienic, Good Bladder Control, Big Heads mode, Blue Characters and of course the ultimate 100% unofficial cheat, No Censorship!

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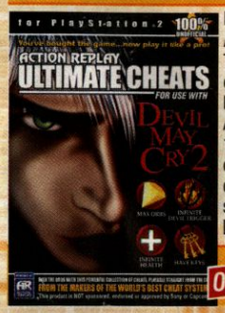

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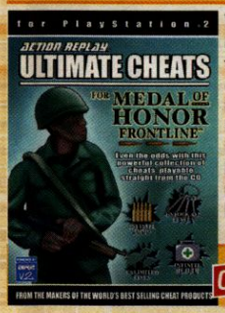

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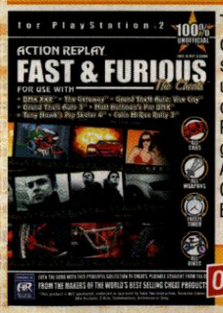

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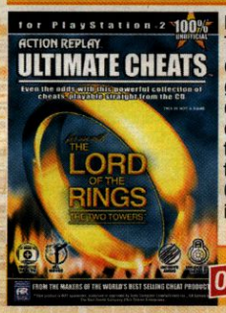

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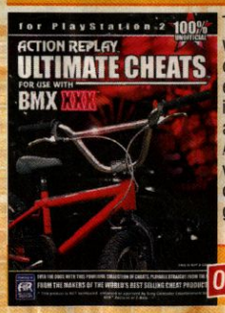

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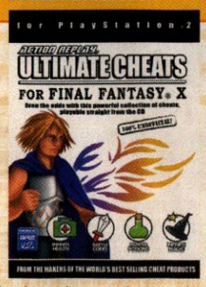

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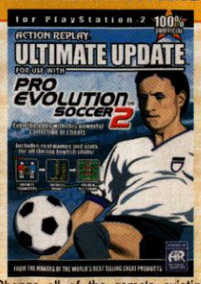

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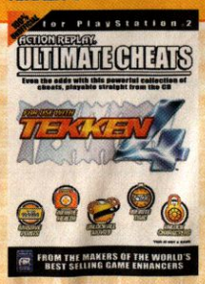

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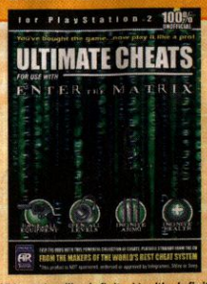

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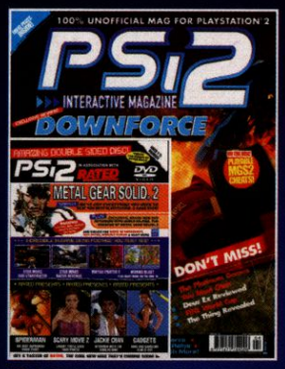

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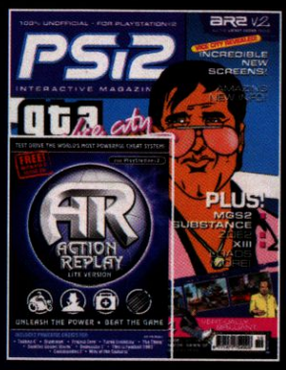

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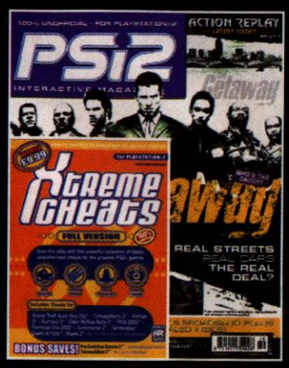

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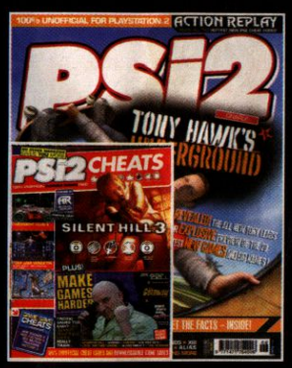

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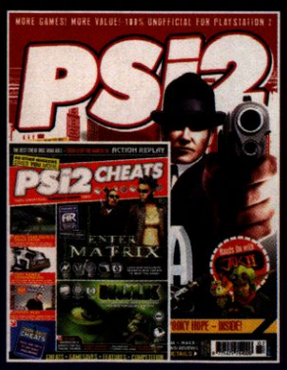

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